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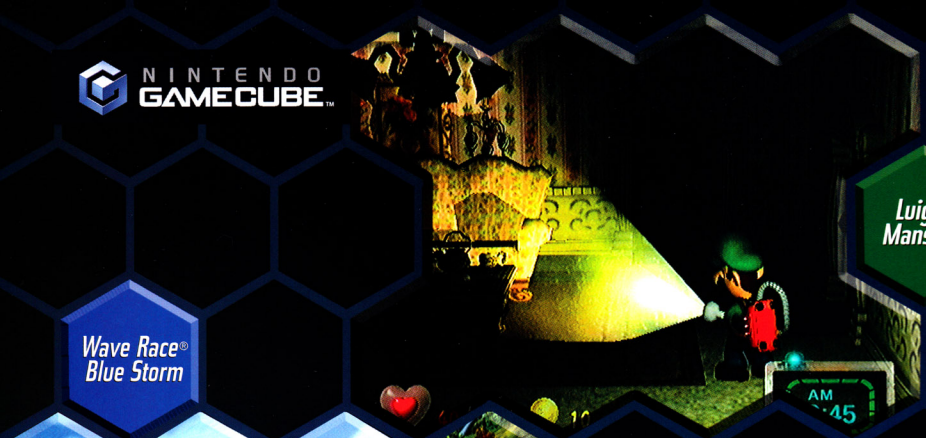

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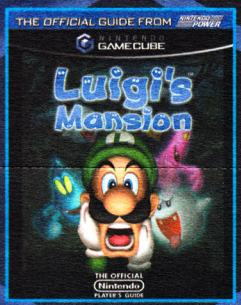

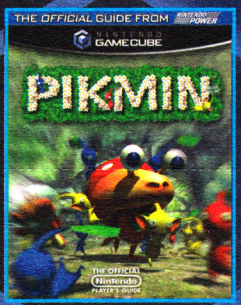

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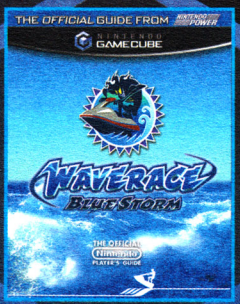

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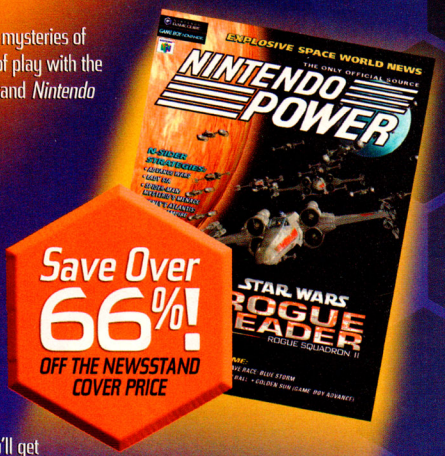

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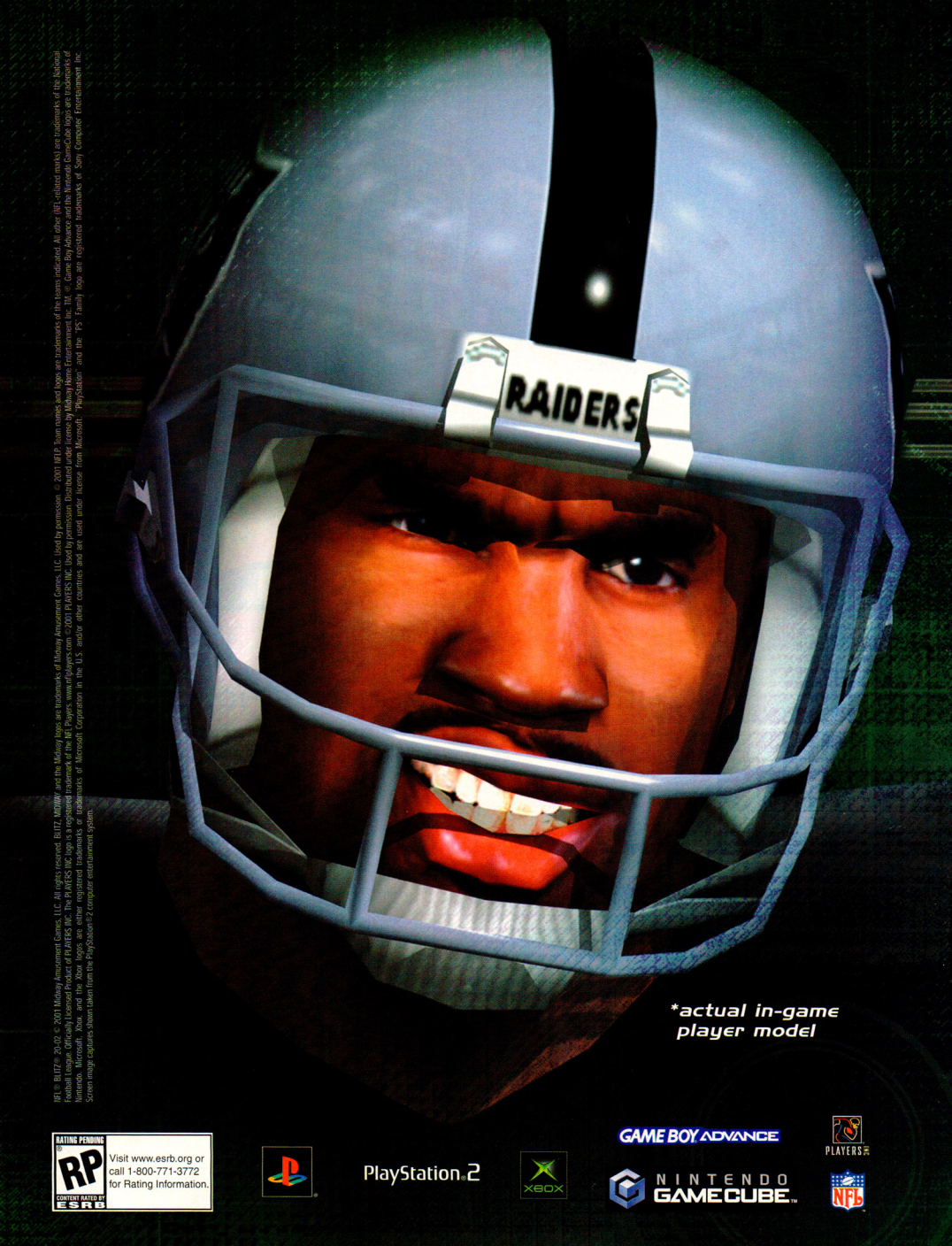

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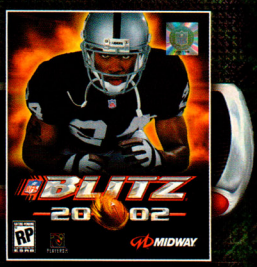

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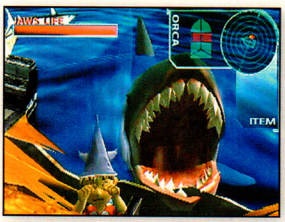

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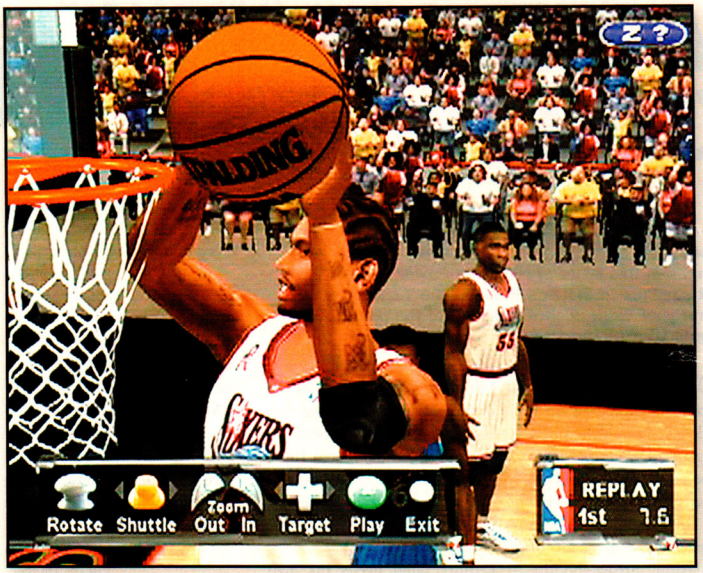

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PLAYER'S PULSE

You'll see alot of changes in this issue of Nintendo Power. One of the biggest changes to Player's Pulse is the T-shirt you will receive if your work is chosen as art of the month. Keep sending in your pictures!

CROSSOVER APPEAL?

The coolest movie based on a Nintendo game would definitely be a Legend of Zelda movie. It would be perfect. You would get some pretty-boy actor to play the role of Link, and it would be action-packed, with a lot of sword-slashin', arrow-shootin' action. A Zelda movie is something I've hoped for since I beat the Ocarnia of Time.

Rob
Via the Internet

I think that Peach deserves her own cooking show. The way that she whipped up a strawberry cake for Gourmet Guy in Paper Mario should get some credit.

Tyler Jackson
Searcy, AR

I think Luigi needs his own movie! I would like to see a 3-D animated movie of Luigi's Mansion! He is one of Nintendo's leading mascots! I mean, Luigi's Mansion spells success!

Kim
Via the Internet

Mario Party would make the best game show! Now, all we need to do is find a host...

Anonymous
Via the Internet

We should not encourage Hollywood to make movies based on video games until they actually play the games. Game developers need more creative power with the movies, and should have the final approval. If done properly, Star Fox would make an awesome flick!

Grim
Via the Internet

The game series I think most deserves the TV/movie treatment would be Castlevania. Combining swashbuckling action/adventure with supernatural horror, it'd be about the adventures of one of the

I think Dragon Warrior should have an animated series or at least a movie. It is an awesome series of games and I think it would do extremely well as a TV series. Besides—what TV series has magic spells, sword fighting and such cool characters?

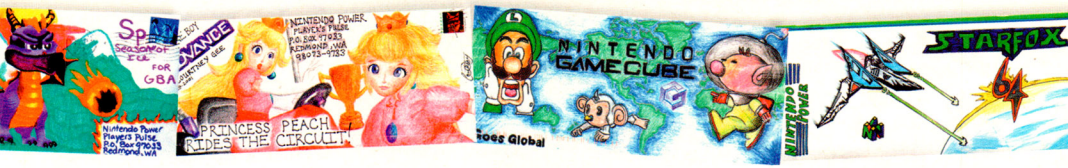
Aaron Langley
Ogdensburg, NY

LETTER OF THE MONTH

Hey NP! I have a problem that includes all young Nintendo players worldwide. When you are playing Nintendo games like The Legend of Zelda: Majora's Mask, for instance, your mom comes out and stands there with this look on her face that says, "What do you think you're doing?" Then she will tell you, "Get off now or you're off for the rest of the week!" Well, with my luck, I'm usually in the middle of a temple or the Story Mode where you can't even pause—and if you're in the middle of a temple when you stop, you have to do everything over again the next time you play! I just thought that I'd point that out and speak up about this conspiracy.

Kelli Brinker
Beavercreek, OH

It's not a conspiracy, Kelli. Your parents probably just want to make sure you don't overdo it. Our parents did the same thing to us when we were kids, too. Imagine their reactions years later when we told them Nintendo hired us to play games all day!



Belmonts and maybe a few others, like Dracula's son Alucard, as they battle to save the world from Dracula and his dynasty of evil.

Timothy Shanahan
Via the Internet

CLEAN SCREEN

What is the best way to clean my GBA's screen?

SilverNeptune12
Via the Internet

You should use a soft cloth slightly dampened with water no matter which Game Boy you're trying to tidy up. Don't use alcohol or any type of solvent on the screen. Gently wipe the surface clean, and you're done.

LETTER LETTERS

I must disagree with CatDragon16's statement in issue #150's Player's Pulse. I happen to be male and I am not afraid to use female characters in bright-pink dresses. My favorite Mario Kart racer is Princess Peach, and I use Princess Daisy in Mario Tennis. I've talked to a few of my male friends, and we agree that if the character plays well, who cares? We agree that Peach is, overall, the best Super Mario Bros. 2 and Mario Advance character with her ability to float. Sometimes, I get teased at first for choosing the girl in multiplayer games. But when the teasers lose, who's laughing then?

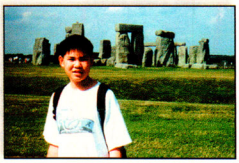
Jeff Hubbard
Via the Internet

In the November issue, a reader commented that the new Legend of Zelda graphics were "kiddie" and weren't taking full advantage of the GCN's capabilities. Sorry, dude, but I have to take the other side of the argument. I think that if all generations of a game are in the same style with the same kind of game play and puzzles over and over again, it gets old. I don't have a lot of time to play video games, but it's one of the things I like to do. As a result, I play only the most fresh and worthwhile games. I find the new Zelda graphics to be a great spin on an old theme—a minimalistic style, if you will, that captures the whimsical spirit of the character and story while still using very smooth animation, and leaving room for innovative techniques and sophisticated ideas. The bottom line? Don't discard a game from a favorite series just because you think it looks a little cartoony. Genius is rarely appreciated in its own time, and frankly, I think this new style really should be appreciated. Of course, if the game itself stinks, that's a different story.

A 15-year-old Gamer
Via the Internet

YOU'RE A WINNER!

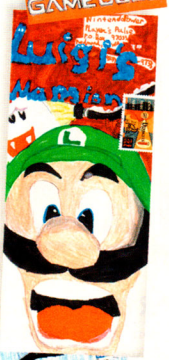
Ken Soo of Houston, TX, went over the pond to jolly old England with staffers Jenni Villarreal and Jason Leung. Ken toured London, taking in all the famous sites and recording them for posterity in his photo album, fulfilling the requirements of the scavenger hunt Jen and Jason cooked up. Ken also visited Stonehenge, wandered around an ancient Roman bath, toured a castle, waited patiently as Jason searched for Jen in a hedge maze on the castle grounds, then waited patiently again as Jen searched for Jason in the same maze.

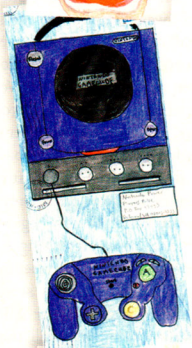


SUPER FANS

My son just received issue #150. I was skimming through it and realized that we have been subscribing to Nintendo Power for over 13 years! We have almost all of those 150 issues, because we store them away for reference. You probably don't have too many households that have been with you since the very beginning and save everything—maybe we can open a museum someday. I wonder if my sons and maybe my daughter will continue on and pass all the old issues down to their kids—what a laugh they would get at some of the first issues! Thanks for keeping us entertained.

Betty Griffiths
Woburn, MA





I am an older player, age 59, and I have loved Nintendo for years. My favorite game is The Legend of Zelda. I have all the Zelda games, the NES, the Super NES and the N64. I also like Donkey Kong and Mario, and have a few other games, too. I have seven children, 17 grandkids and one great-grandchild. My grandkids call me Nintendo Grandma and always ask me how to get to things in Zelda games. Just thought you might like to hear from a senior citizen. Nintendo has given me many enjoyable hours of fun.

Charlene Perks
Elwood, KS

I-SPINE

My friends and I have seen those pictures on the spines of Nintendo Power, but this past year there was no picture. My theory is that it is Paper Mario standing sideways, but if it isn't please tell me why there was no picture last year?

Mike Nelson
Toronto, Canada

Your theory is correct, Mike. Okay, it's not, but it's a good theory anyway. The spine decoration is back this year, due to popular demand and the fact that we didn't forget it this time.

BLUE WHO?

I noticed that two of the characters in Wave Race: Blue Storm, Akari Hayami and Ricky Winterborn, are from 1080° Snowboarding. I think you guys just ran out of character names. Just kidding.

Joey Kolomyjec
Via the Internet

Lots of readers noticed the 1080° Snowboarding characters in Wave Race: Blue Storm. Akari, Ricky and Rob Haywood are just born sportsmen, no matter what the season. Look for Wave Race characters in other games in the future.

THE FACTS OF LIKE

How do you make yourselves play games that you know you probably won't like? I thought being a game reviewer would be fun until I realized that I might have to play games that I wouldn't play normally.

mazedude
Via the Internet

Well, mazedude, we do get paid—that definitely takes the edge off. But to be honest, if we didn't like video games in general, we probably wouldn't work for Nintendo Power in the first place. Here's what some of the reviewers had to say on the subject:

I've been surprised by games—I don't like racing or strategy games, but I liked SSX Tricky and Pikmin. Besides, if it's a toss-up between playing a sports game (ick) and filling out an expense report (double ick), I'll play the sports game every time. —Jenni

I am skeptical about many of the games we play, while hoping to be pleasantly surprised. Playing and rating games takes up only 30 percent of my time, so it's not that big a deal whether or not I like the games I am playing. —Chris

You have to play bad games to know what makes a game good. When we get the games, it's too early for there to be any real buzz about them, so we don't know if they're "good" or "bad" until we try them. —Jason

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WRITE AWAY. RIGHT AWAY

Do you have a favorite type of video game? Are you crazy for RPGs or platformers? Do you refuse to play certain types of games, no matter what? Will you run away screaming from a strategy game? Or are you open to any kind of game, from sports to puzzles? What kinds of games do you play, and why? Write to Nintendo Power and tell us! Check NP 411 on page 142 for our mailing address.

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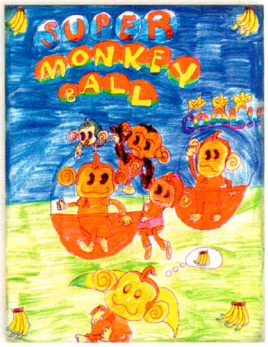

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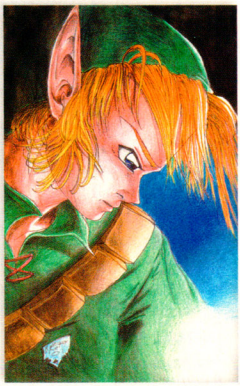

Britt Roth • Bendersville, Pennsylvania

POWER CHARTS. 152

The Power Charts have returned! We'll track the best-selling GCN, GBA and GBC games, as well as your Player's Choice and Most Wanted picks. We didn't have GCN sales figures at press time—so the GCN section of Top-Selling Games is N64 titles for this month only. We're also still tinkering with the online voting system, so until we get it up and running, the Player's Choice and Most Wanted titles are straight from the NP Pros—but keep checking nintendo.com to vote for your favorites!

KEY: NINTENDO GAMECUBE | NINTENDO 64 | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	TONY HAWK'S PRO SKATER 2	•	1
	POKéMON CRYSTAL	•	1
2	MADDEN NFL 2002	•	1
	MARIO KART: SUPER CIRCUIT	•	1
3	SUPER SMASH BROS.	•	1
	SUPER MARIO ADVANCE	•	1
4	MARIO PARTY 3	•	1
	SHREK: FAIRY TALE FREAKDOWN	•	1
5	MARIO KART 64	•	1
	LEGO BIONICLE	•	1
6	NBA COURTSIDE 2 FEATURING KOBE BYANT	•	1
	LEGEND OF ZELDA: ORACLE OF AGES	•	1
7	THE WORLD IS NOT ENOUGH	•	1
	ADVANCE WARS	•	1
8	POKéMON STADIUM	•	1
	SUPER MARIO BROS. DX.	•	1
9	CRUIS'N EXOTICA	•	1
	TONY HAWK'S PRO SKATER 2	•	1
10	TONY HAWK'S PRO SKATER	•	1
	LEGEND OF ZELDA: ORACLE OF SEASONS	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	LUIGI'S MANSION	•	1
	GOLDEN SUN	•	1
2	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	•	1
	WARIO LAND 4	•	1
3	SUPER MONKEY BALL	•	1
	ADVANCE WARS	•	1
4	SUPER SMASH BROS. MELEE	•	1
	MARIO KART: SUPER CIRCUIT	•	1
5	THE SIMPSONS: ROAD RAGE	•	1
	BREATH OF FIRE	•	1
6	PIKMIN	•	1
	CASTLEVANIA: CIRCLE OF THE MOON	•	1
7	FIFA 2002	•	1
	PAC-MAN COLLECTION	•	1
8	TONY HAWK'S PRO SKATER 3	•	1
	HARRY POTTER AND THE SORCERER'S STONE	•	1
9	WAVE RACE: BLUE STORM	•	1
	TONY HAWK'S PRO SKATER 2	•	1
10	SSX TRICKY	•	1
	NAMCO MUSEUM	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	•	1
2	METROID PRIME	GCN	•	1
3	MARIO SUNSHINE	GCN	•	1
4	METROID 4	GBA	•	1
5	PHANTASY STAR ONLINE VER. 2	GCN	•	1

COMING SOON!

Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles.

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Mild Language

PlayStation.2
XBOX
NINTENDO GAMECUBE
THQ
www.thq.com

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Cel Damage

It looks like a GCN cartoon. It drives like a car. It plays like a battle against lunatics.

THE SPOTLIGHT

Freaky Flyers

Midway will take to the air later this year with wild fun on Nintendo GameCube.

NFL Quarterback Club 2002

Acclaim Sports brings the NFL to your home on GCN.

Smashing Drive

Can't get from here to there? Try removing the obstacles in Namco's Smashing Drive for GCN.

Sonic Advance

Sonic returns to his 2-D roots, and his creator says that he's very pleased with the results.

Super Mario World

The original smash hit gets even better on Game Boy Advance.

Shantae

Shake your GBC for some fun adventuring with a belly-dancing genie.

THE GAMING NEWS FOR JANUARY 2002

KOEI IS BACK IN THE GAME . . . IN JAPAN

Koei's 2002 plans include games coming to Japanese GBA and Nintendo GameCube players. Nobunaga's Ambition for Game Boy Advance was released in Japan during the fall and a Romance of the Three Kingdoms title will follow. At least one GCN game is also in the works, with a release date planned for the first quarter, but no details were available on the title. Koei's U.S. subsidiary doesn't have plans to bring any of the games to North America at this time, so fans had better start learning to read Japanese.

NO CHiPs FOR LEGACY

Legacy Interactive is no longer working on a CHiPs game for GCN. After telling Power that the game was headed to Nintendo GameCube in 2002, Legacy dropped the project. The long-time edutainment publisher, however, is looking for other console projects for the future and hopes to get into the game on GCN as soon as possible. Maybe they were just worried about speeding.

NAMCO HOPES FOR A SMASH HIT ON GCN

Namco recently announced that its arcade hit, Smashing Drive, is scheduled to crash onto the Nintendo GameCube scene this winter. Smashing Drive gives virtual cabbies yet another chance to charge recklessly about a 3-D city, picking up and dropping off fares. One of the novelties of Smashing Drive is that players have cabs that are equipped with battering rams, turbo rockets and buzz saws for clearing the roadway or busting through shortcuts. The GCN version of Smashing Drive will feature four shifts, hidden levels, a two-player head-to-head competition and a replay mode without time limits. Namco's first Nintendo GameCube title, and certainly not its last, should bust onto the scene in February. With driving like this on GCN, maybe that CHiPs game would have been a good idea.

MAJESCO BRINGS ON THE VAMPIRES

Majesco is expanding beyond the bounds of Game Boy Advance with a new action thriller called BloodRayne for next gen systems including Nintendo GameCube. Agent BloodRayne is a mix of human and vampire, trained by a secret government agency to combat evil forces in the 1930s. The third-person action will be fast-paced and full of leaps, acrobatic moves and neck biting. Apparently, Agent BloodRayne gets her energy by feeding off bad guys. The game isn't scheduled for release until the end of 2002, which gives you enough time to stockpile some garlic and wooden stakes.

A REPORT FROM ACTIVISION

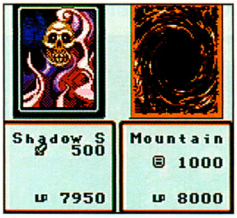
Philip K. Dick's story-turned-movie, *Minority Report*, may be the subject of next gen games thanks to Activision. The publisher announced that it has acquired the rights to create games based on *Minority Report*, which stars Tom Cruise, for all next generation systems including Nintendo GameCube and Game Boy Advance. Is the game really in the works? We'll have to wait for the next report.

NINTENDO GAMECUBE FLIES OFF SHELVES

Nintendo of America reported strong sales of $98 million following launch day of the GCN. To put that into perspective, Nintendo GameCube made more money in its first day than the Harry Potter movie made in its first weekend, and *Harry Potter and the Sorcerer's Stone* set the all-time record for opening weekend ticket receipts for a movie at $93 million. Nintendo also announced that an extra 200,000 GCN consoles would be available for holiday shoppers in North America. Nintendo GameCube was released on November 18th along with 15 games, which is the largest library available at any Nintendo console launch. We hope you got yours.

YU-GI-OH! IN AMERICA

Since the amazing success of Pokémon, many companies have tried to create similar sensations covering games, television and licensed products. Konami's Yu-Gi-Oh! is the only product that has come anywhere close. Based on a card game with magical characters that have an older appeal than Pokémon's cute and cuddlies, Yu-Gi-Oh! has spawned TV shows, comics, a series of Game Boy games and lots of licensed products in Japan. Yu-Gi-Oh! recently debuted in North America with a collectible card game and Kids' WB! TV show. Konami has even bigger plans for the phenomenon, including a Game Boy Color version, which is set to be released in January, and a Game Boy Advance title scheduled for a spring release. Can lightning strike twice? Power recommends taking cover.



Fans of the Yu-Gi-Oh! card game will be familiar with the game play in the GBC version right away.

NEWS OUT OF JAPAN

From the home of Nintendo, not to mention several other major gaming companies, comes word of several projects in development for Nintendo GameCube and GBA. Sega has announced the development of Eternal Arcadia, an adventure series from earlier Sega systems, for GCN, but Sega didn't give a release date. Touge (Peak) Battle is a realistic city racer from Genki, and it's headed to GCN in the first quarter of 2002. From Konami comes news of International Superstar Soccer for GCN and Groove Adventure Rave, based on a manga series in Japan, for Game Boy Advance.

CHRIS EDWARDS IS NEXT INLINE

Acclaim has announced its next extreme sports title for Nintendo GameCube, and the distinction goes to ace inline skater Chris Edwards. The game is in development at Z-Axis, which created Dave Mirra Freestyle BMX 2, and is scheduled to be released in the summer of 2002. Chris Edwards Aggressive Inline is a trick-based extreme sports game featuring Chris and high-profile skaters such as Taig Kris, Jaren Grob and Shane Yost. Skaters explore an array of levels, each filled with pedestrians, traffic and gravity-defying challenges. You'll pull stunts and score points like the pros. Just don't try doing the same outrageous moves on the sidewalk in front of your home.

SUPER MARIO WORLD RETURNS

You may blink twice when you first see Super Mario World: Super Mario Advance 2 for Game Boy Advance. The first blink would be because the game looks (and plays) almost exactly like the original Super NES game. The second blink would be because the game looks so bright on Game Boy Advance. According to Shigeru Miyamoto—the creator of Mario, Yoshi, Zelda, DK and Star Fox—the trick to making a bright and crisp Game Boy Advance game is in the color palette used by the developer. Apparently, bigger batteries won't do the trick.

Mario's lovable friend, Yoshi, debuted in the original Super Mario World. He's a lean, green, eating machine on GBA.

The original Mario Bros. game is also on the Game Pak for more multiplayer fun.

WHO'S MAKING GAMES?

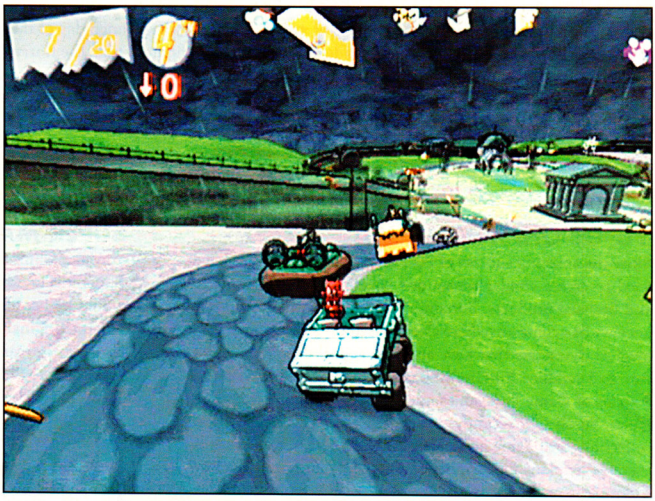
A lot of people mistakenly assume that any game published for a Nintendo video game system comes from Nintendo. The reality is that the majority of games come from third-party publishers and are created at development studios around the world. This month, we'd like to welcome the following programmers, artists, designers and gaming professionals to the most exciting development platforms in the world—Nintendo GameCube (GCN), Game Boy Advance (GBA) and Game Boy Color (GBC). We look forward to the video game magic they'll create for Nintendo fans in the months and years ahead.

Big Ape Productions—GCN developer
Binary9 Studios—GCN and GBA developer
CyberLore Studios—GCN developer
Graphic Simulations—GBA developer
Housemarque—GCN and GBA developer
neo Software Produktions GmbH— GCN developer
Nova Logic, Inc.—GCN developer
The Pitbull Syndicate Limited—GCN developer
Testing, Testing 123, Inc.—GCN, GBA and GBC developer
X-Ray Interactive—GCN, GBC and GBA developer
Zed Two—GCN developer

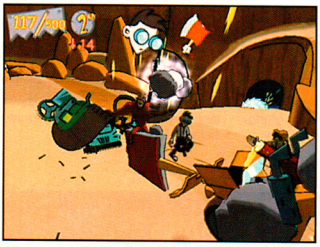
CEL DAMAGE

Game Type: Demolition Derby
Developer: EA Games
ETA: December 2001
System: Nintendo GameCube

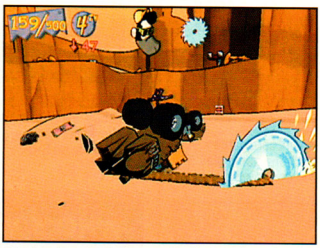
Cel Damage from EA Games plunges players into a GCN world of cel-shaded action where demented characters pilot dented vehicles in a four-wheeled demolition melee. Think of Vigilante 8 with cartoons. Characters chase each other with axes, projectile weapons, baseball bats and giant boxing gloves. The action takes place in 12 arenas, each featuring plenty of cul-de-sacs, breakaway fences and places to pick up new weapons. Players can choose to play in the Smack Attack, Battle Race and Flag Rally Modes, and there's a four-player mayhem option so the whole family can join in the pummeling. Cel Damage should be inflicting damage on Nintendo GameCubes as you read this article.



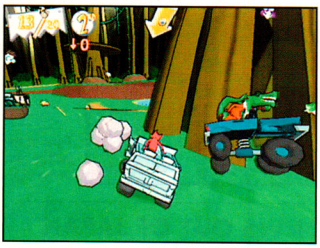
The six characters (and four hidden toons) are new creations from EA. Don't expect Daffy Duck.



Players wield one of 34 whacked-out weapons.



The tracks exist in four worlds: Space, Transylvania, Jungle and Desert.



Stretch-and-squish graphics give Cel Damage a true toon feel.

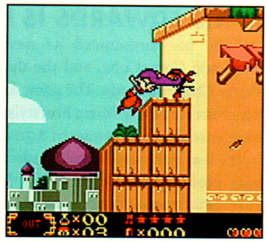
SHANTAE

Game Type: Action/Adventure
Publisher: Capcom
ETA: January 2002
System: Game Boy Advance

Capcom has brought gamers everything from Mickey Mouse to zombies, and now they're bringing belly dancing to Game Boy Color fans. Shantae is a belly-dancing genie in search of the diabolical lady pirate named Risky Boots, who has stolen plans to a new invention. Whipping her hair at enemies and dancing to transform into different creatures, Shantae must save the land from Risky's evil plans. There are Game Boy Advance secrets, as well, for players who plug into the latest Game Boy system. With 50 areas to explore and 75 types of enemies to defeat, Shantae has a lot of belly dancing to do. It's a fresh action game that will charm players even if they've never donned a veil, wiggled their hips or rubbed a magic lantern.

In the town, Shantae can visit shops, buy items, dance and save her progress.

The Warp Squid in town has lost its babies. Guess who gets to find them.



Shantae's hair packs a sting, as enemies in the outerworld will discover.

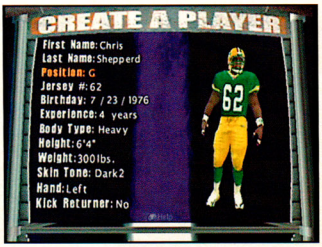
NFL QUARTERBACK CLUB 2002

Game Type: Football Simulation
Developer: Acclaim Sports
ETA: January 2002
System: Nintendo GameCube

Acclaim has entered the field just in time for Super Bowl fever with NFL Quarterback Club 2002 for Nintendo GameCube. As expected, the graphics, particularly the players and stadiums, look superrealistic on GCN. The play-by-play with Kevin Harlan and Bill Maas also sounds tight. The game features all the traditional modes, all 31 teams and stadiums and a new Quarterback Challenge that looks exactly like the real event, right down to the souvenir stands. There's plenty of on-screen help for newbies who may be unfamiliar with the trenches, and enough control so that veteran campaigners can get the most out of their teams. NFL Quarterback Club 2002 will be available in January.

Controller options include everything from calling audibles to quieting the crowd.

On defense, you can see how effective a formation is against the run or pass.



You can trade for a superstar or create a player from scratch.

Player models—seen close up in the cut scenes—are the spitting images of the real NFL players.

PROJECT: DIGIPEN

Project: DigiPen is a new monthly feature in Game Watch. Every month, Nintendo Power will bring you a profile of a game designed and programmed by students at the DigiPen Institute of Technology, the college of video game creation in Redmond, Washington. DigiPen offers a Bachelor of Science degree in Real Time Interactive Simulation (Video Game Programming) and an Associate of Arts Degree in 3-D Computer Animation. There are summer workshops for younger students, as well. Next month, Nintendo Power will feature DigiPen in a special article and hold a contest for teenagers who want to win a scholarship to a workshop.

This month's featured project is GenJox, a multiplayer, real-time strategy game and one of five finalists picked at the 2001 Independent Game Festival. Some of the students who created GenJox are Amadou Savadogo, Charles Burns and Robert Pasquini. In the game, players control Hover Mechs in an overhead view arena, using high-tech weapons and scavenging equipment that will help them hunt down their opponents.

You can download a copy of GenJox, and other games free games for your PC, from DigiPen.

GenJox battles take place in high-tech arenas where multiple players attack enemy mechs.

For more information on DigiPen, and to download a copy of GenJox to play on your computer, head to www.digipen.edu, where you'll find links to more projects and information about signing up for classes or workshops. And stay tuned, because Nintendo Power and DigiPen are teaming up to bring NP readers more surprises in the months ahead.

JANUARY GALLERY OF GAMES

The year in games is getting off to a great start for both Game Boy Advance and Nintendo GameCube. In the gallery this month, we have a feast of new games for you, including a stunning new screen shot from THQ's Dark Summit for Nintendo GameCube and exclusive first peeks at Midway's Freaky Flyers for GCN, Monster Jam and Ice Age for GBA from Ubi Soft and Resident Evil Gaiden for Game Boy Color from Capcom.

Resident Evil Gaiden
You'll shift perspective when shooting at zombies.

Dark Summit
It's not enough just to get down the mountain. In THQ's Dark Summit for Nintendo GameCube, boarders must complete tasks, such as finding a bomb.

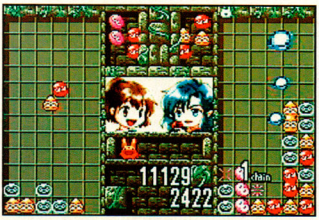
Freaky Flyers
Midway's racer won't be released until next fall, but it already looks like a wild ride.

Planet Monsters
Players are guaranteed to get a kick out of Planet Monsters from Titus. In the GBA action game you boot blocks to defeat foes.

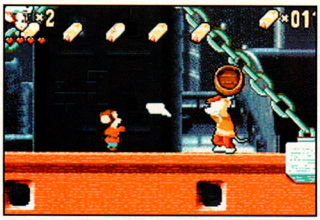
Monster Jam
Ubi Soft enters the driving battle arena with Monster Jam for GBA. The game looks great and should hit stores early in 2002.

King of Fighters Ex: Neo Blood
Classic fighting comes to Game Boy Advance thanks to Sammy. It's an all new KOF with new characters and story.

Ice age
Be a mastadon or a sloth in Ubi Soft's Ice Age for GBA. Avoid falling rocks and sabertooth tigers as you rescue baby Roshan.



Puyo Pop Advance
Sega and THQ have teamed up to produce one of the most captivating puzzlers around. The original Puyo Puyo was a model for Tetris Attack.



Fievel: An American Tail
Fievel's latest escapade is a side-scrolling GBA adventure from Conspiracy Entertainment.

NBA Jam 2002
Acclaim's GBA take on the classic arcade b-ball game looks and sounds incredible. The action sizzles and you can really hear the play-by-play.

GAME WATCH FORECAST

Sheep

NSYNC: Get to the Show

Super Street Fighter Alpha

Evolution Worlds

DEVELOPER PROFILE

Game Watch begins another new feature this month—the monthly Developer Profile, which lets you meet the people behind the games. This month, we have SonicTeam's legendary Yuji Naka.

SONICTEAM, Ltd.
Tokyo, Japan
Founded: April 21, 2000
Respondent: Yuji Naka, President & CEO
List of games for Nintendo systems: Sonic Adventure 2: Battle—Nintendo GameCube (February 2002), Sonic Advance—Game Boy Advance (early 2002)

GW: Please describe the activities of your company. What are the types of products you make and who is involved in that task?

YN: Planning, design and development of console, arcade, mobile and PC games. I am involved in all of these activities.

GW: What is your company's philosophy of game development?

YN: To always create something new and interesting. To create titles based on what a player will think and what feelings he or she will have.

GW: In brief, can you describe the steps your company goes through when creating a game?

YN: There is no fixed procedure. The more you want to create something new, the more you will go far beyond regulations or "procedures." If there was a procedure, it would be much easier to develop games.

GW: What would you predict for the future of gaming?

YN: In the future, I believe that audio-visual devices will become something different—something other than monitors.

GW: What was your favorite game project for a Nintendo system and why?

YN: Sonic Advance (GBA). It is a 2-D Sonic game, which made me think that I was going to entitle it "Sonic the Hedgehog 4." I guess I succeeded in expressing the fun elements of a 2-D action game even after such a long time.

GW: What advice would you give people who want to make games?

YN: To believe in your first impression.

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- 18-WHEELER: AMERICAN PRO TRUCKER
- ANIMAL FOREST
- BATMAN: DARK TOMORROW
- BOMBERMAN GENERATION
- CEL DAMAGE
- CHRIS EDWARDS AGGRESSIVE INLINE
- DARK SUMMIT
- DONKEY KONG RACING
- DUKE NUKEM FOREVER
- ESPN INTERNATIONAL WINTER SPORTS 2002
- EVOLUTION WORLDS
- FREAKY FLYERS
- JEREMY MCGRATH SUPERCROSS
- JIMMY NEUTRON BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- KELLY SLATER'S PRO SURFER
- LEGENDS OF WRESTLING
- THE LEGEND OF ZELDA
- MARIO KART
- MARIO SUNSHINE
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MX 2003 FEATURING RICKY CARMICHAEL
- NBA COURTSIDE 2002
- NBA LIVE
- NBA STREET BASKETBALL
- NFL BLITZ 20-02
- NFL QUARTERBACK CLUB 2002
- PHANTASY STAR ONLINE VERSION 2
- RALLY SIMULATION
- RAYMAN ARENA
- ROCKET POWER
- ROGUE SPEAR
- RUGRATS
- SCOOBY-DOO!
- SEGA SPORTS NBA 2K2
- SMASHING DRIVE
- SNOOD
- SONIC ADVENTURE 2
- SPIDER-MAN: THE MOVIE GAME
- SPONGEBOB SQUAREPANTS
- SPYHUNTER
- STAR FOX ADVENTURES: DINOSAUR PLANET
- TETRIS WORLDS
- TUROK EVOLUTION
- WORLD WRESTLING FEDERATION WRESTLEMANIA

GAME BOY ADVANCE

- AERIAL ACES
- AMERICAN BASS CHALLENGE
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BONX
- BROKEN SWORD: THE SHADOW OF THE TEMPLARS
- COLUMNS CROWN
- CRASH BANDICOOT
- DIDDY KONG PILOT
- DINOTOPIA
- DK COCONUT CRACKERS
- DRAGON BALL Z COLLECTIBLE CARD GAME
- EUROPEAN SOCCER LEAGUE
- FIEVEL: AN AMERICAN TAIL
- FLINTSTONES: BIG TROUBLE IN BEDROCK
- (THE) HOUSE OF THE DEAD PINBALL
- ICE AGE
- KELLY SLATER'S PRO SURFER
- THE LAND BEFORE TIME
- THE LEGACY OF GOKU
- M&MS: BLAST!
- MAT HOFFMAN'S PRO BMX 2
- METROID 4
- MIKE TYSON'S BOXING
- MLB SLUGGERS
- MONSTER JAM: MAXIMUM DESTRUCTION
- MOTO GP
- NBA JAM 2002
- NHL HITZ 20-02
- PAINTBALL
- POWERPUFF GIRLS: MOJO JOJO A-GO-GO
- ROBOTECH: THE MACROSS SAGA
- SABREWULF
- SALT LAKE 2002 WINTER OLYMPICS
- SEGA SMASH PACK
- SHANTAE
- SHEEP
- SHREK KART (TENTATIVE TITLE)
- SONIC ADVANCE
- SUPERMAN
- SUPER MARIO BROS. 3
- SUPER MARIO WORLD: SUPER MARIO ADVANCE 2
- SUPER STREET FIGHTER ALPHA
- TACTICS OGRE GAIDEN
- (THE) SIMS
- TINY TOONS: BUSTER'S BAD DREAM
- TINY TOONS: WACKY STACKERS
- VIRTUAL KASPAROV
- X-BLADEZ: INLINE SKATER
- YOSHI'S ISLAND
- YOSHI'S STORY
- YU-GI-OH!
- ZONE OF THE ENDERS 2173: TESTAMENT

GAME BOY COLOR

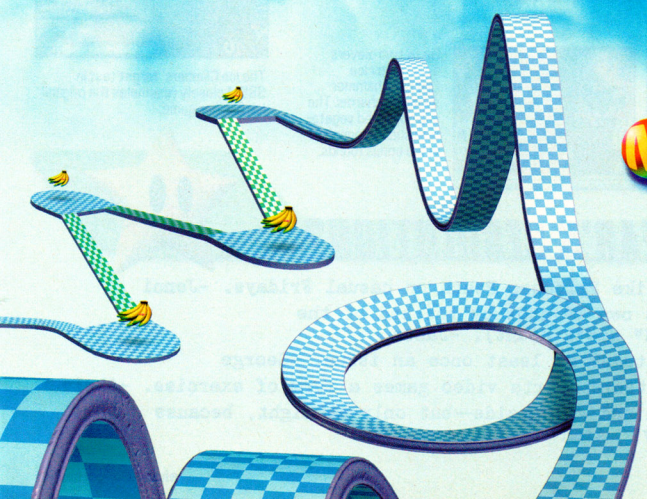
- CUBIX: ROBOTS FOR EVERYONE RACE'N ROBOTS
- MEGA MAN X-TREME 2
- NSYNC: GET TO THE SHOW
- RAYMAN 2
- RESIDENT EVIL GAIDEN
- YU-GI-OH!

YELLOW TEXT SIGNIFIE NEW GAMES ADDED TO THE LIST

No parachute, no seat belt,
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE

no roll cage, no problem.

Casual pick-up-and-play gamers and the more fanatical will go bananas over *Super Monkey Ball*'s hilarious 4-player party modes like Monkey Race and Monkey Fight. Polish your simian skills in deep mini-games like billiards, bowling and golf. Wildly fun. Endlessly challenging. Totally addictive. *Super Monkey Ball* brings out the party animal in all of us.



SUPER MONKEY BALL™

LET'S ROLL.

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SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the March issue!

You snooze, you lose.

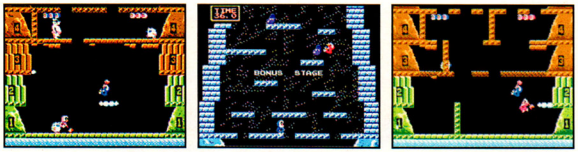
GAME	GAME OVER
Jessie and James	Butch and Cassidy
Rogue Leaders	Rogue elephants
C Stick	C Buttons
Cubes	Boxes
Steven Grimm	Drew Williams

WHO ARE THE ICE CLIMBERS?

ICE CLIMBERS

Super Smash Bros. Melee's snowsuited duo, the Ice Climbers, made their debut on the Nintendo Entertainment System in 1985 in the more singularly titled game, Ice Climber. Players took control of the blue-suited Popo in the one-player game, while two players cooperated as Popo and hot-pink-clad Nana. The brother and sister jumped up the ledges of a mountain, sometimes using moving clouds as steps, while avoiding obstacles such as Topis, Polar Bears and icicles. The entire point was to reach the top of each mountain to continue on to the next mountain.

ICE CLIMBER



Up to two players could enjoy Ice Climber's hammer-swinging charms. The duo collected vegetables such as eggplant in the bonus rounds.

SUPER SMASH BROS. MELEE

The Ice Climbers' target test in SSBM closely resembles the original Ice Climber game.

WHAT'S YOUR NEW YEAR'S RESOLUTION?

- I resolve to start dressing up like Princess Peach on casual Fridays. -Jenni
- I resolve to get the NP Krew its own TV show by the end of the year (guest appearances on "COPS" don't count). -Jason
- I resolve to use the word "vastitude" at least once an issue. -George
- I resolve to stop considering extreme sports video games a form of exercise. -Chris
- I resolve to put down Golden Sun and go outside—but only at night, because the real sun is bright and scary. -Alan

COUNTDOWN TO LAUNCH

In the weeks preceding the Nintendo GameCube's launch, Nintendo took its latest and greatest system on the road to several cities across America, setting up Cube Clubs where gamers could try out many GCN titles.

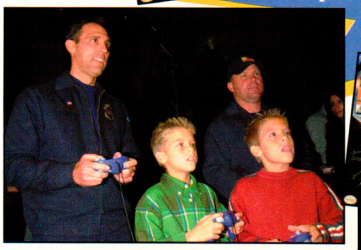
A giant picture of Mario was projected onto the buildings across the street from the New York Cube Club location, which was home to the Countdown to Launch party.

A young bunch of lucky New Yorkers gets a chance to try out NBA Courtside 2002 at the countdown party.

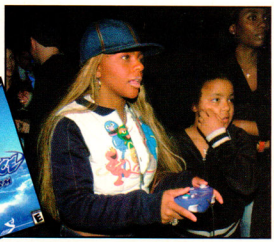
GAMES GALORE

Many cool games appeared in demo form at the Cube Clubs, including launch titles like Luigi's Mansion, Super Monkey Ball, Star Wars Rogue Squadron II: Rogue Leader and Wave Race: Blue Storm.

Actor John Turturro watches a rousing game of Super Smash Bros. Melee.



New York firemen and *Big Daddy*'s Dylan and Cole Sprouse enjoy one of the many Nintendo GameCube games on display at the Cube Club.



Lil' Kim displays serious gaming skills at the party. She was spotted showing other attendees how to play games like Wave Race: Blue Storm.

Many people, from actors to business students, attended the New York launch party.

CLUBBIN'

Many people across the country flocked to the Cube Clubs, adding to the incredible buzz surrounding the Nintendo GameCube's launch. Gamers jumped at the chance to try the games before they were available in stores, and the response was phenomenal!

CIGAR
SMOK
ARSEN

RETTE
E HAS
NIC

A little fact the tobacco industry forgot to mention. So, what can you do about it?

• Wicked Fun with Wario

gameboy.com/wario

Mario's fun house mirror image, Wario, is enjoying huge success yet again with the release of Wario Land 4 for Game Boy Advance. If you want to find out where Wario acquired his money-grubbing, treasure-grabbing instincts, you can tour his hometown, Greedville, on Wario Land 4's official Nintendo site. Go to Greedville by way of gameboy.com/wario. The currency in Greedville is the Wario Buck. You can earn plenty of greedbacks in Wario's Arcade and the Greed School, and spend them at the Wario Mart. Wario's Arcade features three minigames. The Grab Bag is a prize-grabbing crane machine. If you manage to collect a prize with the crane, you can trade it for 10 Wario Bucks. Crazy Caps is a shell game with three caps and a coin. Wario is a sore loser, so he won't let you walk away with your winnings, but he will hand over 10 Wario Bucks when you're done playing. The Dunk Tank is your chance to get Wario all wet and earn 10 more Wario Bucks. After you collect your cash, you can spend it all on game tips, screen savers, a print-and-fold version of Wario's car and more. Have a load of greedy fun!

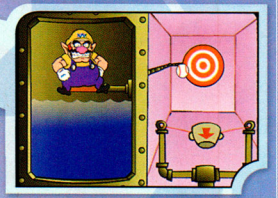
Spend Time in Greedville

Greedville is packed with zany activities. You can learn about Wario's latest adventure there or just immerse yourself in Wario's wacky world. Collect Wario Bucks and buy souvenirs from your stay at the Wario Mart.

• Grab and Go

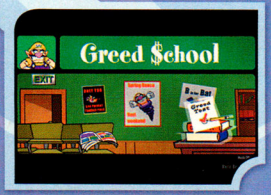
From diamonds to apple cores, each of the objects in the Grab Bag is worth 10 Wario Bucks.

• Dunk the Punk



Wario will give you a bad time when you miss with one shot after the next in the Dunk Tank. Persistence pays. Keep trying.

• Books and Bucks



When you enroll in the Greed School, you'll take a test that covers Wario's character and details about Wario Land 4. Your prize for test completion is a bunch of Wario Bucks.

• Souvenir Stand

You can spend your Wario Bucks at the Wario Mart. Among the items that you can purchase are a book plate, Wario wallpaper and a collection of screen savers.

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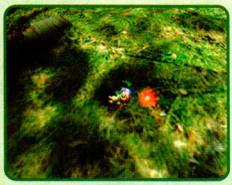
THEY'RE LEAN, MEAN, LEAFY FIGHTIN' MACHINES! THE PIKMIN HAVE FINALLY SPROUTED UP ON NINTENDO GAMECUBE, AND ARMIES OF THE PLUCKY DRONES ARE RARIN' TO BATTLE GIANT BEASTS, BLOW STUFF UP, SNAG ITEMS . . . AND PICK FLOWERS. THIS DEFINITELY ISN'T YOUR GARDEN-VARIETY ACTION GAME.

SHIPWRECKED!

Intergalactic delivery man Captain Olimar was supposed to be blasting off on his vacation, but a cosmic collision with a wayward meteor sends his ship hurtling off course. Crash-landing on a faraway and unknown planet, Olimar regains consciousness only to realize that his relaxing holiday has turned into a race against time.



30 DAYS AND 30 PARTS

With a limited life-support system that lasts for only 30 days, stranded Olimar must scramble to rebuild his rocket, the *Dolphin*. The only problem is that the *Dolphin* has splintered into 30 parts, so you must help the rocketeer pick up the pieces before his 30-day time limit runs out.

REBUILDING THE ROCKET

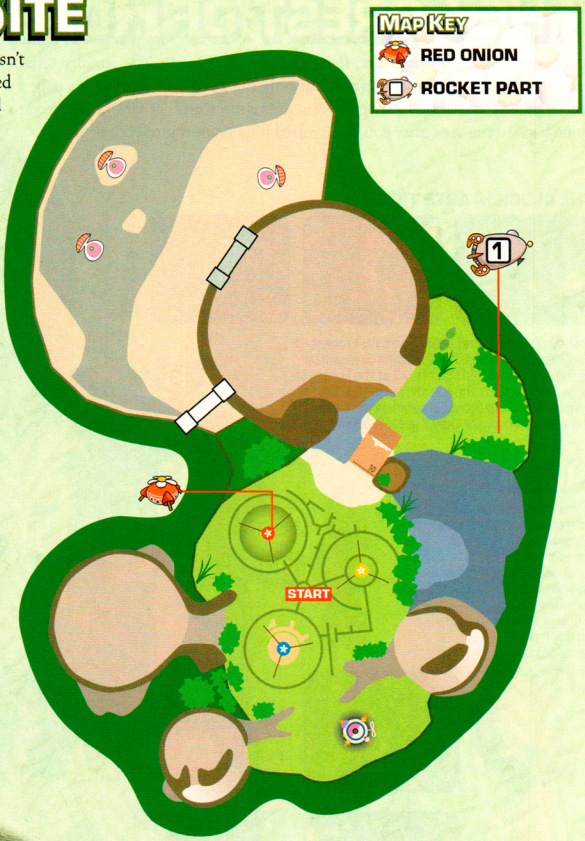
Stranded on a distant planet, Captain Olimar must recover his 30 missing rocket parts so he can blast off for home. The parts are too heavy for him to carry, so you'll need to dig up some help.

RACING AGAINST THE CLOCK

You have only 30 days to get the *Dolphin* into shipshape condition, and you can work only in the daytime. It's not safe to wander at night, so you'll have to make efficient use of the daylight.

The Impact Site

Your first day of exploring is the only day that doesn't require you to race against the sun. You'll have unlimited time to carry out two jobs: meeting the red Pikmin and recovering the first rocket part. Once you've completed both tasks, all subsequent days will have a time limit.



The Onion

The Pikmin live in spaceships called onions. Check to see if anyone's home at the red onion by approaching the maroon-colored pod nestled in the grass. When you walk up to it, the onion will activate and spew out a red Pikmin seed.

First Contact

After a few seconds, the Pikmin seed will sprout a leaf, indicating that the Pikmin is ripe for the picking. Meet your first Pikmin by pressing A to pluck it from the ground.

Collect Pikmin-Producing Pellets

Numbered pellets produce Pikmin seeds when they're delivered to an onion. Toss Pikmin at flowers so they'll chop them down and reap their pellets.

Move the Box

Once you've raised at least 10 Pikmin, lead them to the cardboard box. Order them to push the box out of your way by marching them into the barricade using the C Stick.

1 The Main Engine

Retrieve as many pellets as possible so you have at least 20 Pikmin, then lead them to the first rocket part, which sits in front of the cardboard box. After Day 1, you can find a second rocket part at the Impact Site, but you'll need blue Pikmin to recover the piece. Revisit the area on a later date.

The Forest of Hope

After you leave the Impact Site, fly to the Forest of Hope. The woodsy region contains eight of your rocket parts, but only the five parts detailed on page 33 will be readily available. To snag the remaining three rocket parts, you'll need to come back to the area once you've recruited blue Pikmin into your army.

The Clock Starts Ticking

Once you retrieve the Impact Site's first rocket part, the day will end. The following days will be timed, and you should start Day 2 at the Forest of Hope. Race against the sun and make sure that all of your Pikmin are gathered at your landing site before the sun goes down or they'll get left behind.

Nectar

If you leave a Pikmin in the ground long enough, its leafy head will sprout into a bud, then a flower. Flower-headed Pikmin are the strongest and fastest, and you can instantly transform any Pikmin into a flower type by letting it drink some golden nectar.

Gate Crashing

A white gate barricades you within your circular landing site. To venture out into the woods, you must first break down the gate. Call all of your Pikmin out of their onion (stand in the onion's spotlight and hit A), then march them into the gate so they'll break it.

Marching into Battle

Swarming around enemies

If you're leading lots of Pikmin, you can defeat smaller enemies—such as the dwarf bulborbs—by swarming around them. Push the C Stick toward your foe to march your mob into the enemy. Your Pikmin will automatically attack.

Pitching Pikmin at enemies

To defeat a larger enemy, throw your Pikmin onto the beast's back. Position your target cursor on the creature's backside, then rapidly hit A to pitch your attacking Pikmin at your target.

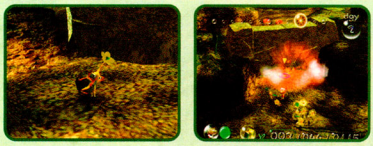
1 The eternal fuel dynamo

Always defeat nearby enemies before you retrieve a rocket part because Pikmin won't fight back when they're carrying something. Use the defeated bulborbs to create more seeds at the onion, since you'll need 40 Pikmin to carry the part.

Meet the Yellow Pikmin

Farther down the trail from rocket part 1 is a white gate. Break it down to reach the yellow onion. Activate it so you can meet the yellow Pikmin—the only Pikmin that soar extra high when you throw them.

Using bomb-rocks



Only bomb-rocks can destroy rock walls, and only yellow Pikmin can carry and detonate the explosives. Blow up the barricade by throwing bomb-carrying yellows at it.

2 The whimsical radar

Lead at least 20 Pikmin beyond the rock wall you've blasted and defeat any nearby enemies. When the area's secure, toss Pikmin onto the ledge so they can retrieve rocket part 2—your radar. When it's reinstalled, hit Y to view the radar's map.

3 The extraordinary bolt

You'll need at least 30 Pikmin to carry rocket part 3, and you'll need three yellow Pikmin to reach it. Arm a trio of yellows with bomb-rocks, then blast the rock wall that fences in the rocket part.

4 The nova blaster

Rocket part 4 isn't required to leave the planet (see the list of essential and nonessential parts on page 36), but you'll need it to unlock the final area of the game. To snag the part, lead 20 Pikmin through the tunnel in the tree-stump root by your landing site, defeat the bulborbs, then use the nearby can of bomb-rocks to blast the black gate on your way back.

No swimming allowed

Never lead red or yellow Pikmin into the water, since they can't swim. If they take a dip, rapidly hit B to whistle at them and lead them back to dry land.

5 The shock absorber

You'll need 30 Pikmin to carry rocket part 5, but you'll want to call in some extras since you'll have to battle a large bulborb. Toss your Pikmin over either ledge leading to the part, then reunite with them by wading through the adjacent puddle and walking up the tree root.

The Forest Navel

The Forest Navel is home to the third and final type of Pikmin—the swimming blue ones. Only the blue Pikmin can survive in water, so they'll be your ticket to the second rocket part at the Impact Site and the remaining three parts at the Forest of Hope.

Map Key

- Rocket part
- Blue onion
- Nectar
- Bomb-rock
- Stick
- Geyser

1
2
3
4
5
6
START

Rocket part 4 has no permanent location on the map because it's inside the stomach of a wandering bug. Use your radar to keep track of the roving part.

Meet the Blue Pikmin

The blue onion soaks in one of the stair-stepped reservoirs. Activate the blue onion to harvest the first blue Pikmin. The blues are the only Pikmin that can safely enter water, and you'll need them to recover a few submerged rocket parts.

The Heat Is On

Fireproof Pikmin

The Forest Navel is a hotbed of fiery activity, and only the red Pikmin can take the heat. The red Pikmin are fireproof, so use them when volcanic spouts are in your path or when you need to battle the fire-breathing blowhogs on the beach.

Many Gates and Bridges

In general, you'll want to destroy every gate and build every bridge you come across. The work takes time, so you should multitask. Put some Pikmin to work on a gate or bridge while you lead another troop to carry out some other jobs.

1 The Ionium Jet

Once you've raised at least 15 blue Pikmin, lead your seafaring friends to the reservoir containing rocket part 1. The piece sits in the water, so only your blues can retrieve it.

2 The Automatic Gear

Pikmin can fashion thickets of twigs into a long pole, which they can climb like a ladder. If you march 25 Pikmin (15 minimum) into the sticks, they'll automatically cross the pole and retrieve rocket part 2 once they've extended the pole.

3 The Gravity Jumper

Stand in front of the plateau where rocket part 3 sits and toss 25 high-flying yellows over the ledge so they can build a ramp. While they're working, sic your reds on the fiery blowhogs so your yellows can transport the part without getting barbecued. Attack a blowhog when its snout is pointing away from the water or it'll buck your Pikmin into the drink.

4 The Space Float

To defeat the roving breadbug and win the rocket part it has swallowed, wait for the bug to grab a pellet or defeated enemy. Order a couple of Pikmin to latch onto whatever the bug is dragging. If you put enough Pikmin on the job, they'll be able to drag the bug to an onion. The bug will take damage when the onion tries to beam it aboard.

5 The Non-Dioxin

Lead at least 40 blue Pikmin into the water to recover rocket part 5. Before grabbing it, defeat both pouncing wollywogs. Hit Z for a better view and steer clear of the hoppers' shadows. Swarm around each wollywog when it lands.

6 The Guard Satellite NEW

Bomb your way to rocket part 6, then order 60 yellows to fight the beady long legs. View the action from above and toss Pikmin at the bug's round, vulnerable body. After the fight, recruit 20 reds to carry the piece across the fire.

More Pieces to Find

The area contains three more parts. Once you recover rocket part 6, you'll have 12 parts total, and that magic number unlocks the fourth region.

Hunting and Gathering

You'll need to continue exploring the Impact Site, Forest of Hope and Forest Navel to find the remaining seven pieces in the game's first three areas. Two more regions remain, and you'll run into all sorts of new enemies and items along the way.

More beasties, including armored cannon beetles, puffy blowhogs and yellow wollywogs will greet you during your later adventures. There's always strength in numbers, so try to recruit as many Pikmin as possible when waging war.

Candypop Buds

In addition to new fauna, you'll encounter some new flora. Candypop buds can change the color of your Pikmin. If you toss your Pikmin into one of the blossoms, the bud will replant your Pikmin so its color matches the flower.

30 Rocket Parts

Olimar's ship has lost 30 rocket parts, but only 25 of them are necessary for you to leave the planet. Parts listed in red are essential parts, while ones listed in blue are nonessential. However, you must collect 29 parts—essential and nonessential—to unlock the final area of the game.

MAIN ENGINE
THE IMPACT SITE

POSITRON GENERATOR
THE IMPACT SITE

ETERNAL FUEL DYNAMO
THE FOREST OF HOPE

WHIMSICAL RADAR
THE FOREST OF HOPE

EXTRAORDINARY BOLT
THE FOREST OF HOPE

NOVA BLASTER
THE FOREST OF HOPE

SHOCK ABSORBER
THE FOREST OF HOPE

RADIATION CANOPY
THE FOREST OF HOPE

GEIGER COUNTER
THE FOREST OF HOPE

SAGITTARIUS
THE FOREST OF HOPE

#1 IONIUM JET
THE FOREST NAVEL

AUTOMATIC GEAR
THE FOREST NAVEL

GRAVITY JUMPER
THE FOREST NAVEL

SPACE FLOAT
THE FOREST NAVEL

NON-DIOXIN
THE FOREST NAVEL

GUARD SATELLITE
THE FOREST NAVEL

LIBRA
THE FOREST NAVEL

ANALOG COMPUTER
THE FOREST NAVEL

OMEGA STABILIZER
THE FOREST NAVEL

REPAIR-TYPE BOLT
THE DISTANT SPRING

MASSAGE MACHINE
THE DISTANT SPRING

INTERSTELLAR RADIO
THE DISTANT SPRING

GLUON DRIVE
THE DISTANT SPRING

UV LAMP
THE DISTANT SPRING

ZIRCONIUM ROTOR
THE DISTANT SPRING

PILOT'S SEAT
THE DISTANT SPRING

BOWSPRIT
THE DISTANT SPRING

CHRONOS REACTOR
THE DISTANT SPRING

#2 IONIUM JET
THE DISTANT SPRING

SECRET SAFE
THE FINAL TRIAL

Challenge Mode

As soon as you've met all three colors of Pikmin, Challenge Mode will be available as an option on the main menu. The new mode tests your Pikmin-raising skills by challenging you to see how many Pikmin you can raise in a single day. Pumping up the Pikmin population is tricky business, so you'll need to make the most of your time to harvest a bumper crop.

Pikmin Population Growth

Challenge Mode features the game's five areas, but you'll be able to play only the levels you've unlocked in the main 30-day adventure. The object of the mode is to see how many Pikmin you can create over the course of a day.

All in a Day's Work

Longer Days

Though you'll be able to play in the levels you've explored in the main adventure, Challenge Mode features some differences. Days are slightly longer in Challenge Mode, so you'll have a little extra daylight to do your work.

Starting Lineup

No Pikmin are aboard any of the onions when you begin Challenge Mode. Instead, you'll have to make do with the Pikmin that have been preplanted at your landing site. Pluck them up, then put them to work on retrieving pellets and enemies.

Modified Landscapes

The lay of the land for each area has been modified in Challenge Mode. Some gates and hazards no longer exist, while pellet flowers will bloom in new locations.

Surprise Enemies

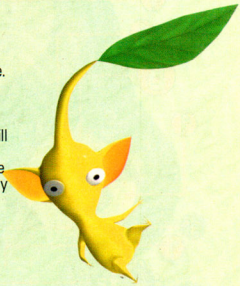
Expect to see enemies popping up in new locations. Creatures that didn't previously inhabit particular areas will roam the regions in Challenge Mode.

Nectar

Flower-topped Pikmin are the best workers, so lead your Pikmin to nectar. Some nectar sits out in the open. Nectar can also appear when Pikmin pluck blades of grass, slap broken shells or attack hovering honeywisps.

Maximize Your Time

Play efficiently and do multiple things at once. You should never be standing around waiting for your Pikmin to finish a task. Pikmin will continue working on a job until they complete it, so you can keep busy by bossing around other Pikmin.



The Need for Seeds

Order Pikmin to deliver pellets and defeated enemies to their onions to produce new Pikmin. Color-coordinate when you recover pellets, since you'll score more seeds if the pellet is delivered to the onion of the matching color. For example, a red 20-pellet will produce 20 seeds at a red onion and only 10 seeds at a yellow or blue onion.

Pellet Value

Red Onion		Yellow or Blue Onion
X2	1	X1 OR
X5	5	X3 OR
X10	10	X6 OR
X20	20	X10 OR

Other Items and Enemies

- **Flower (Pellet)** — 1 Pikmin to carry — Value: 1 to 2
- **Iridescent Flint Beetle** — Value: 1 to 2
- **Breadbug** — 3 Pikmin to carry — Value: 3
- **Pearly Clam-Clamp (Pearl)** — 3 Pikmin to carry — Value: 50
- **Spotty Bulborb** — 10 Pikmin to carry — Value: 12
- **Dwarf Bulborb** — 3 Pikmin to carry — Value: 4
- **Spotty Bulbear** — 10 Pikmin to carry — Value: 15
- **Dwarf Bulbear** — 3 Pikmin to carry — Value: 5

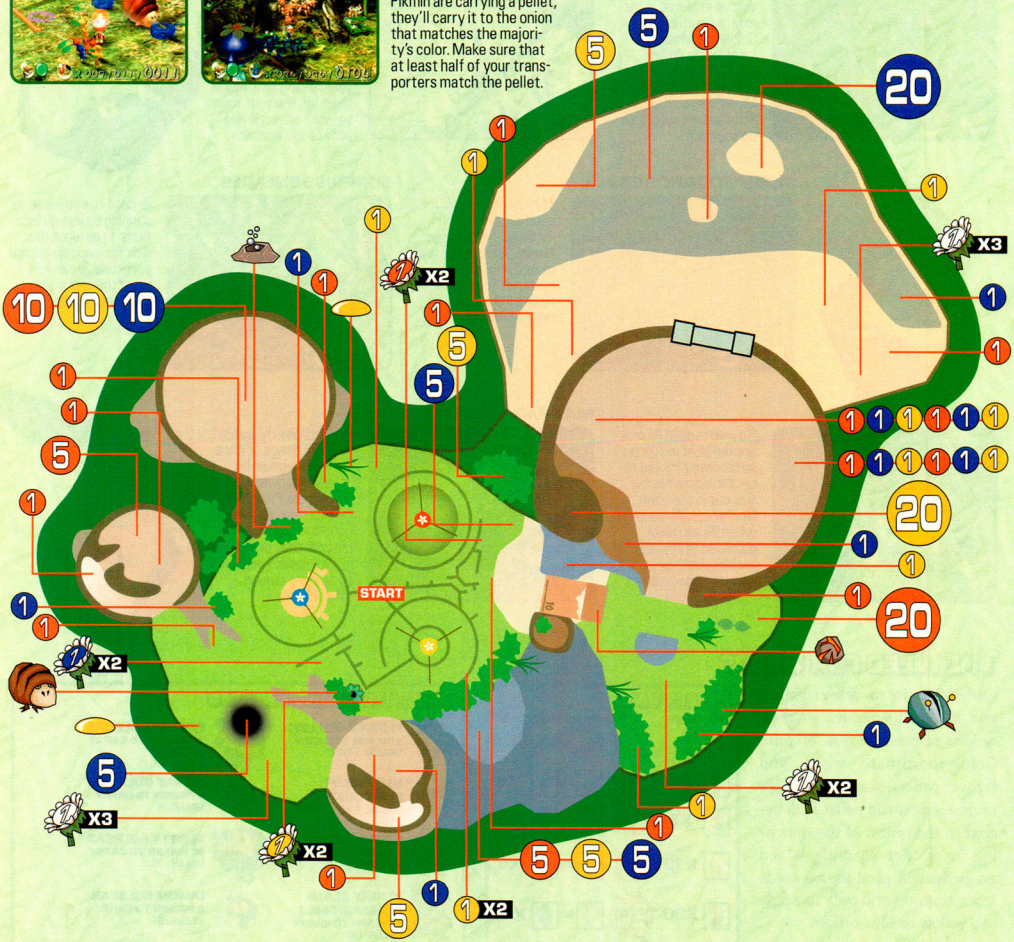
Challenge Mode Map Key

- NECTAR
- BOMB-ROCK
- STICK
- GEYSER
- 1-PELLET
- 5-PELLET
- 10-PELLET
- 20-PELLET
- FLOWER
- BREADBUG
- IRIDESCENT FLINT BEETLE
- PEARLY CLAMCLAMP
- SPOTTY BULBORB
- DWARF BULBORB
- SPOTTY BULBEAR
- DWARF BULBEAR

The Impact Site: Challenge Mode

Breadbug Battling and Pellet Pilfering

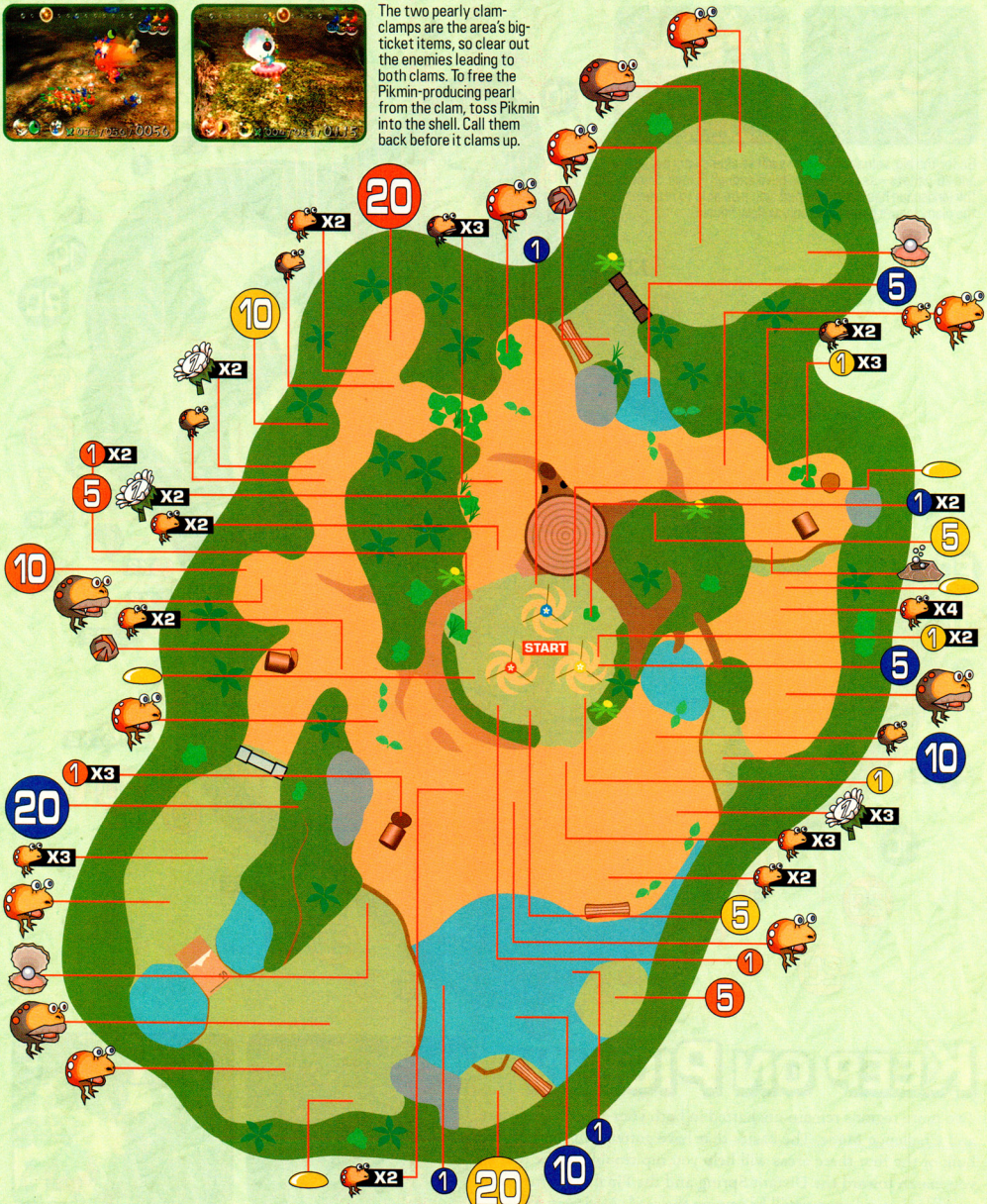
Beat the breadbug early so it doesn't snatch all of your pellets. When multiple Pikmin are carrying a pellet, they'll carry it to the onion that matches the majority's color. Make sure that at least half of your transporters match the pellet.



The Forest of Hope: Challenge Mode

Striving for Pearls

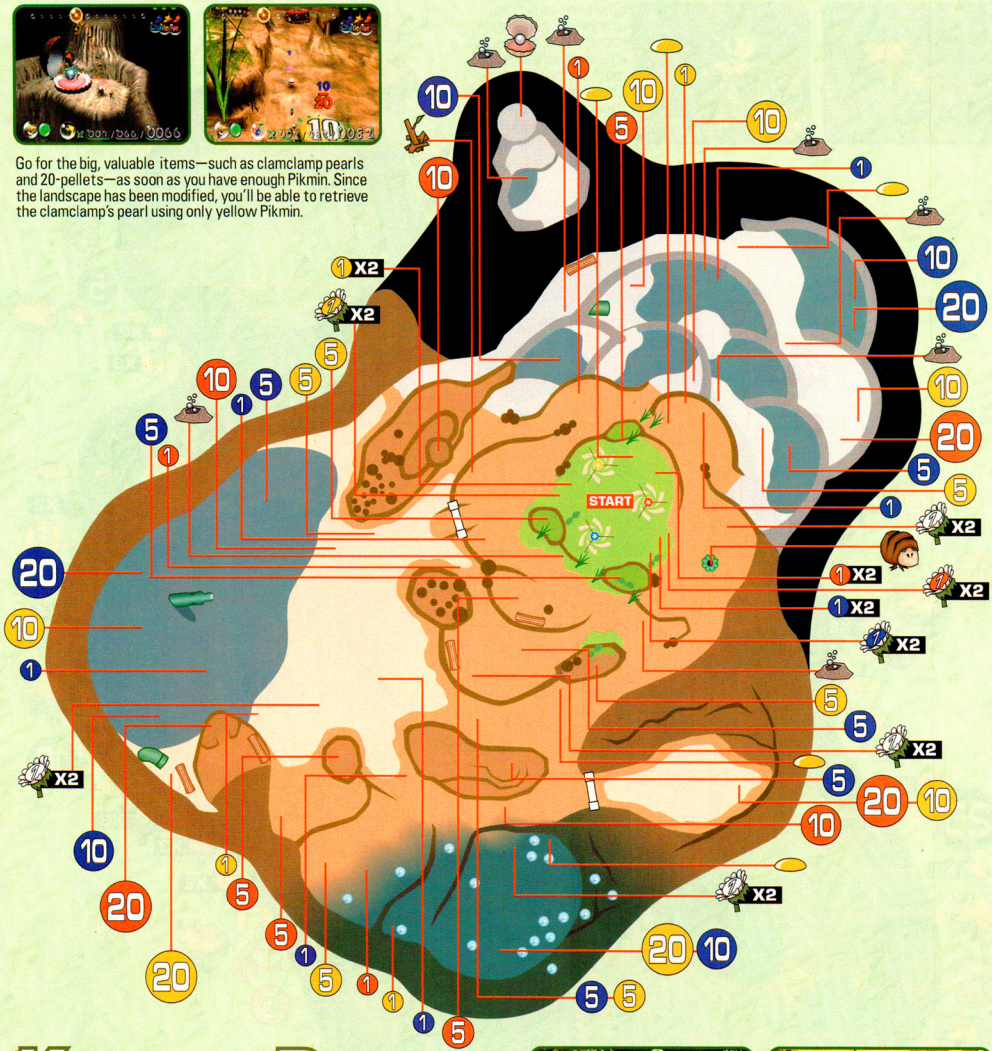
The two pearly clam-clamps are the area's big-ticket items, so clear out the enemies leading to both clams. To free the Pikmin-producing pearl from the clam, toss Pikmin into the shell. Call them back before it clams up.



THE FOREST NAVEL: CHALLENGE MODE

PEARLS OF WISDOM

Go for the big, valuable items—such as clamclamp pearls and 20-pellets—as soon as you have enough Pikmin. Since the landscape has been modified, you'll be able to retrieve the clamclamp's pearl using only yellow Pikmin.

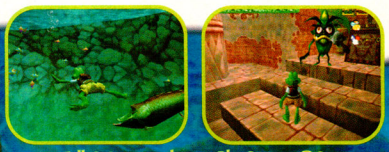


KEEP ON PICKIN'

Two more regions remain uncharted in both your 30-day adventure and Challenge Mode. The basics that have gotten you through the bulk of the first three areas will help you nip trouble in the bud as you march toward the Distant Spring and the Final Trial. Just keep on pickin'—and soon you'll be sowing the seeds of victory.

Frogger's back!*

*also available in convenient travel size.



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Classic Frogger action on Game Boy® Advance.

Frogger®

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EVERYONE E ESRB

GAME BOY ADVANCE

PlayStation.2

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IT'S MULTIPLAYER MADNESS THIS MONTH AS WE TAKE A CLOSER LOOK AT THE FIGHTING-FEST.

SUPER SMASH BROS.™ Melee

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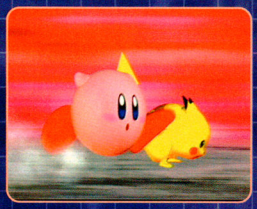
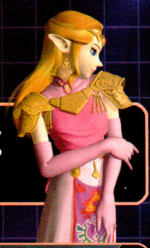


We're smashing through more Melee matters this month, including info on Vs. Mode, advanced battling techniques and hidden characters. The game is filled with extras, including hidden battlefields, secret characters and modes and challenges you must unlock before you can play them.

Vs. Mode



Super Smash Bros. Melee has many options for one or more players. Up to four battlers can play at one time, or computer players can fill up the four spaces in basic multiplayer battles. Melee masters can even set up tournaments for up to 64 competitors for some serious battle parties.

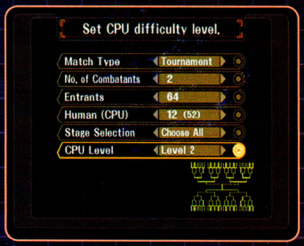
STANDARD MELEE

Standard Melee is the quickest way to start a battle with your friends. You can set up two-minute melees with up to four human or computer players. Select CPU in the upper-left corner of the player boxes to create a computer-controlled player. You can adjust the skill level of the computer player with the slide tool above his or her name. Check out Custom Rules on page 44 to learn how to customize the battles.

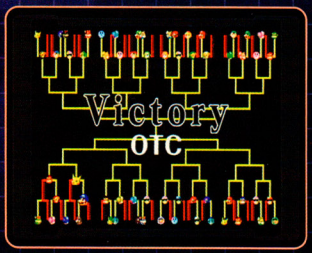
To play in teams, select Team Melee in the top-left corner of the screen as shown on the right. Up to three teams can play against each other. Select a color at the top of the player box to change between the Red, Green and Blue teams.

TOURNAMENT MELEE

Up to 64 humans, computer players or a combination of the two can compete in a tournament. There are three different ways to play. If you'd like to keep track of each player's stats, you can register names in the Name Entry area. Tournament rules can be customized—see page 44 for more info.



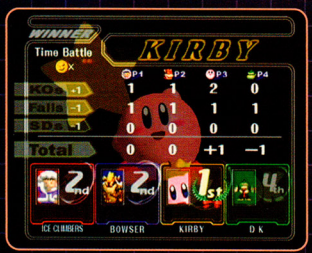
Tournament



You can create a ladder tournament with 64 players battling in two-, or four-player battles. Up to 27 players can participate in a tournament with three-player battles. Take advantage of the Name Entry system to keep track of everyone's score, not to mention each player's turn at battle!

Normal Tournament Mode is the only mode that allows CPU players. As with all tournaments, you'll have to take turns playing. Depending on how many humans and CPU players participate, you may have to battle a mixture of humans and CPU opponents. You don't have to watch the CPU-only matches.

Winner Out and Loser Out



Three to 16 human entrants can play in Winner Out or Loser Out games. There is no end to the types of tournaments. Instead, you can select whether losers or winners are kicked out when a match ends. Winner Out games allow more players to take a turn by kicking out strong players so they can't continually dominate a game.

In Winner Out and Loser Out matches, you can decide how many eliminations you want per match. Once a match is over, the eliminated loser or winner passes on his or her Controller to another entrant. You should load names for the tournament. Before each match, players can select which character they want to use.

SPECIAL MELEE

Special Melees are very similar to Standard Melees and have all of the custom plus team options. In addition, each Special Melee has an unusual feature to offer that isn't available in a standard Vs. battle. The strategies you'd use in normal battles may not apply.

Camera Mode

Camera Mode is basically a normal Melee for up to three players, but Controller 4 controls the camera. You can set up fun, strange or interesting shots and save them to a Memory Card to view whenever you'd like.

Stamina Mode

In Stamina Mode, each player has 150 HP, which you must deplete. Unlike Master Hand, which also has HP, you can toss your opponents to their doom before their HP is completely gone.

Super Sudden Death

Participants in Super Sudden Death Mode have damage counters set so high that any additional damage taken will almost certainly knock them out. You must move quickly with the most powerful speedy attack you have to win.

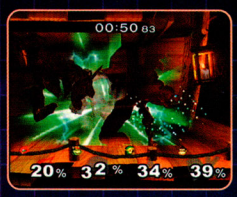
Giant Melee

Giant Melee allows you and your friends to play as supersized versions of the Super Smash Bros. characters. Giant characters are heavy. Try to throw your opponents off the edges. Their weight may keep them down.

Tiny Melee

If you like things on the smaller side, give Tiny Melee a try. The itsy-bitsy combatants are light and very easy to launch into the air, so use your Smash attacks and other powerful moves early on for a decisive win.

Invisible Melee

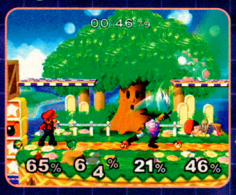


You're permanently cloaked in Invisible Melee, but so is everyone else. Watch for the ripples that sometimes reveal where players are and pay close attention to items, which will give away players' locations.

Fixed-Camera Mode

Not surprisingly, the camera doesn't move at all in Fixed-Camera Mode, but instead stays pulled relatively far back so that the entire stage is shown at all times. If you choose a large stage, you'd better have a big TV!

Single-Button Mode



Special moves won't work in Single-Button Melee, which allows you to use the A Button, the Control Stick and the C Stick moves only. The mode is excellent for beginners, as the controls are less complicated.

Lightning Melee

Players are as quick as a flash in Lightning Melee, where your reflexes will be put to the test. You might not be able to follow the action until you know your character very well. Be very careful around ledges, or you'll run off.

Slo-Mo Melee

Every move plays out exquisitely slowly in Slo-Mo Melee, which gives you the unique opportunity to watch the action in extremely fine detail. The mode will affect your timing, so practice before you challenge others!

CUSTOM RULES

With the Custom Rules, you can adjust many settings for Standard Melee and Special Melee. You can adjust basic rules like the time limit, handicap settings, damage ratio and stage selection options. You can also choose from the new ways to compete, including Coin Mode, where you try to snag the most coins, and Bonus Mode, in which points are awarded for technique. Custom rules are also available for Tournament Melees.

Additional Custom Rules let you turn the pause function on or off, change the score display, select self-destruct penalties and turn on and off the random stage select. You can even select the items that may appear during a match and their frequency.

Stage Strategy

The many and varied stages that are available the first time you play Super Smash Bros. Melee each present their own challenges and special situations. Before you challenge your pals to a big bout, you should practice a bit in each stage to learn the lay of the land and figure out strategies you can use in the stages.

Icicle Mountain

The Ice Climbers' home stage is almost always in motion, making it a difficult place to battle. Try to stay in the center of the screen to keep up with the stage.

Princess Peach's Castle

Peach's pretty castle has a big obstruction in the center that effectively divides the stage in half. Watch out for the slow-moving Bullet Bills that hit the castle.

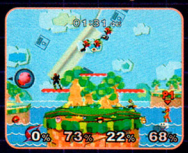
Kongo Jungle

This haunt of DK's has many small stages. When you have a moment alone, charge up Smash attacks to use on enemies as they reach your platform.

Great Bay

The turtle acts as a platform when it is floating on the surface, but it will sometimes sink into the water, so be careful around it.

Yoshi's Story



You can smack the Shy Guys that fly around the stage periodically to make them drop the food they are carrying for a quick health break.

Fountain of Dreams

The reflective surface of Kirby's playground dazzles, but the stage itself is pretty straightforward. If four players are battling, you'll be in close quarters.

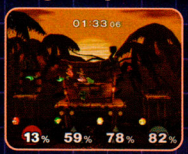
Corneria

The ship's odd shape can make it difficult to hit opponents who are standing nearby but not level with you. Use high or low moves to compensate for the height difference.

Rainbow Cruise

The boat from Super Mario 64 will tip over when it reaches the platforms on the left of the screen. Be sure to jump off the boat before its slips below the horizon.

Jungle Japes

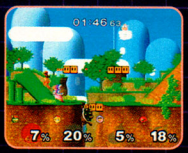


The wooden platforms outside of Cranky Kong's hut are small but stable—just be careful not to fall into the water. Time your jumps carefully, or you'll be all wet.

Temple

The Hyrulian Temple is immense and has several excellent nooks where sneaky players can lie in wait for unsuspecting opponents.

Yoshi's Island



Look closely at the friendly, yellow blocks on Yoshi's Island—when hit, they'll flatten out and drop whatever weight they might be bearing.

Green Greens

Kirby's second stage features puzzle pieces reminiscent of those found in Kirby's Star Stacker. Don't hit the bomb blocks, especially when your health is low.

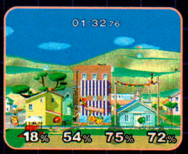
Venom

Take to the air again on another Star Fox-inspired level. You can drop through the wings' outer edges when things aren't going your way. Otherwise, it is a small stage.

Brinstar

We're not sure if that's lava, acid, or acidic lava, but whatever it is, it certainly isn't good for your health. Run for the center platform when the goo starts to rise.

Onett



You'll play on the rooftops of Ness's hometown in the Onett level. The awnings in the center will collapse on occasion or when hit, so keep your guard up.

Mute City

Several small platforms hover above a racetrack in this F-Zero-styled level. When you see an exclamation point appear, hop on one of the platforms, or you'll be left behind.

Pokémon Stadium

Pokémon Stadium stays flat for a while, but on occasion, small Pokémon-element-based multilevel playgrounds erupt from the ground.

Kingdom

The Super Mario Bros. stage has a few danger spots you can tumble into, and if you run too far on either side, you'll lose a life. Stay centered to lay the smash down.

Advanced Fighting Techniques

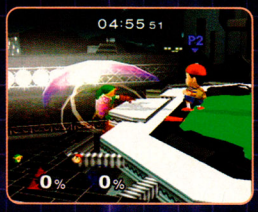
Once you play Super Smash Bros. for a while, you'll realize that each character has many more moves than their basic set of B-Button and A-Button attacks. The unusual attacks differ from character to character, but every player has a few somewhat hidden attacks you should try to uncover.

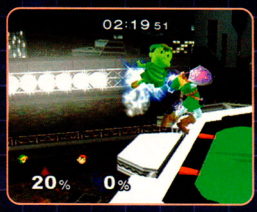
A-BUTTON VARIATIONS

Sometimes, the amount of pressure you put on the Control Stick will change the way an attack plays out. Using Mario, gently push Up on the Control Stick and hit the A Button to perform an uppercut. Smash Up on the Control Stick plus A to perform a chargeable Lead Headbutt.

GETTING BACK TO THE ARENA

Most characters can use their Up plus B attack as a third jump to return to the playing field after they're thrown off. Double-jump then use Up plus B to get back to the stage. Some characters, like Yoshi, don't have a third jump, while others, like Ness, have a tricky third jump.



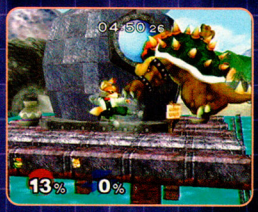


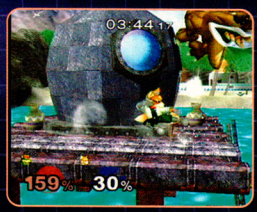
ATTACKING IN THE AIR

Some characters' Left, Right or Down plus A moves are radically different when performed in the air instead of from the ground. Sometimes, the moves are called Meteor Smashes and they should be used to prevent opponents from returning to the stage.

RUNNING MOVES

Most Super Smash Bros. Melee characters have an additional move that they can use when they're running to hit or kick their opponents into the air. Run toward an opponent then hit A to use your running move. The moves can send enemies into the air to start a combo.





COMBO MOVES NP

You can combine moves into a series of attacks that can cause a great deal of damage to your opponents. Start by using an attack, such as Peach's Smash Up plus A attack, to launch an opponent into the air, then follow with her Peach Parasol attack to add more damage.

Unlock New Characters

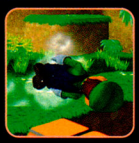
Many characters are hidden inside Super Smash Bros. Melee. If you wish to play with them, you've got to unlock them. There are always two ways to unlock each character. If you don't think you can pull off one, try the other. Once you make the characters appear to challenge you, defeat them in battle to unlock them.

UNLOCK LUIGI

In Adventure Mode, run past the flag at the end of the first part of the Mushroom Kingdom when the time ends with two seconds, 3:32:00, for example, to make Luigi appear in the next area. After you finish Adventure Mode, Luigi will challenge you. Luigi will also challenge you after you play Vs. Mode more than 800 times.

B

Luigi's Fireball is green and flies in a straight line, but otherwise, it's a lot like Mario's Fireball.



B + ➡

The Green Missile is very similar to Pikachu's Skull Bash, but unlike that reliable move, Luigi's attack sometimes misfires.

B + ⬇

The Luigi Cyclone pulls opponents in and spins them around. Press B rapidly to float a bit as you whirl around.

UNLOCK MARTH

To bring Marth out of hiding, use each of the original 14 characters in Vs. Mode or 1-P Mode at least once, or play Vs. Mode more than 400 times. Marth is a character from the Japanese RPG Fire Emblem. His sword does the most damage when it hits enemies with its tip, so you should keep a bit of distance between Marth and his foes.

B

The Shield Breaker move can smash through characters' shields and will damage unshielded characters, as well. You can charge the move.

B + ➡

Up to four different, graceful attacks can be linked together by repeatedly pressing a direction on the Control Stick and the B Button.

B + ⬇

Use the B Button and Down to Counter a foe's attack and send out a return strike. Timing is everything when you wish to Counter.

UNLOCK GANONDORF

Clear 1-P Event Match 29, Tri-Force Gathering, or play Vs. Mode more than 600 times to summon Ganondorf. To reach Event Match 29, you must finish 22 out of the first 25 levels. Ten Event Matches are available from the start, and you must finish most of those to unlock the next 10, and so on. Ganondorf is very similar to Captain Falcon.

B

Ganondorf's Warlock Punch takes a while to use, so make sure you have enough time to launch it.

B + ➡

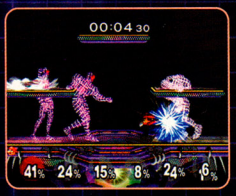
When the Gerudo Dragon connects, it sends your opponent into the air. When it doesn't, Ganondorf stumbles.

B + ⬇

The Wizard's Foot is Ganondorf's fastest move, but it isn't a very powerful attack. Use it when speed counts.

UNLOCK PICHU

Clear 1-P Event Match 37, Legendary Pokémon, or play Vs. Mode more than 200 times for the chance to unlock Pichu. You must complete the first 30 Event Matches and unlock three specific, secret characters and Luigi to open Event Matches 31-39. Try to defeat the non-wireframe opponent first to finish the Legendary Pokémon stage.



B

Pichu's Thunder Jolt will damage the small Pokémon a tiny bit, so be sure to keep tabs on your damage counter.

B + →

The Electric-type's spinning Skull Bash attack is a decent attack that Pichu can use from the ground or in the air.

B + ↓

Like Pikachu's Thunder, Pichu's sparky electric attack comes down from the sky right above where Pichu stands.

Unlock New Arenas

In addition to the many hidden characters, there are also secret arenas to unlock. There is an element of randomness to the order in which four of the arenas listed below will appear. You'll have to play a lot of Vs. Melee matches to open up some arenas. There are other ways to unlock arenas, too.

VS. MELEE

After you play Vs. Melee 50 times, one of the four stages below will be unlocked. After that, another of the four stages will be unlocked every time you play an additional 50 Melee Matches, until they're all unlocked.

Brinstar Depths

The large monster, Kraid, looms in the background of the Brinstar Depths level. The lumpy platform spins around occasionally. Head to high ground when it does.

Fourside

Fourside is often visited by a flying saucer that you can stand on. It's a little slippery, so watch yourself. Be careful around the gaps between the buildings, too.

Big Blue

Only the most coordinated players should consider tackling Big Blue. The racecars are your platforms, and they move in and out of bounds very frequently.

Poké Floats

One of the oddest arenas, the Poké Floats are as treacherous as they are cute. Practice with the level to learn which creatures to stand on and which to avoid.

BIRDO TROPHY

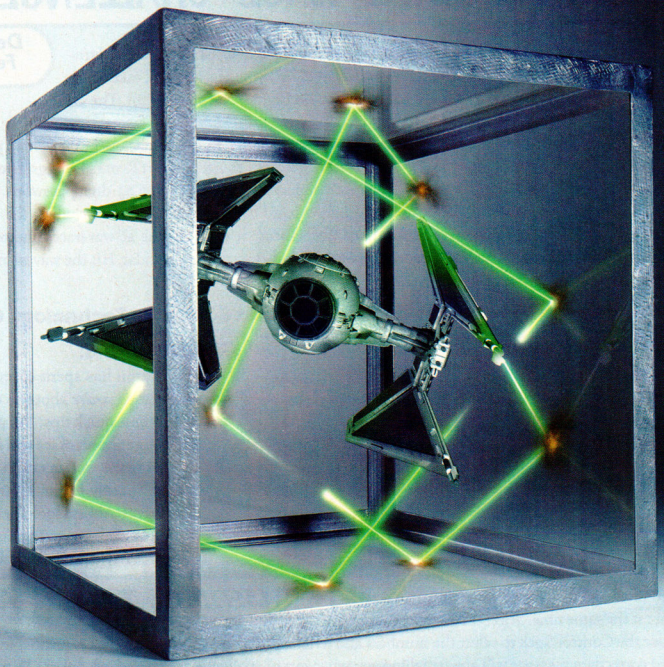
You need to acquire the Birdo Trophy to unlock the Mushroom Kingdom II stage. Luckily, the Birdo Trophy isn't very difficult to find. Try to win it in the lottery and look out for it on the ground of Adventure Mode's many side-scrolling areas.

Mushroom Kingdom II

The Super Mario Bros. 2-inspired level features an egg-spitting Birdo and rolling logs as obstacles. The center log is stable, but the others are not.

Big, Bad Bros.

Even after you've unlocked all the hidden characters and stages we've revealed, there will still be more for you to uncover in Super Smash Bros. Melee. Plenty of surprises await you inside the baddest brawler the Nintendo GameCube has to offer.



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ROGUE LEADER
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Got a problem with the Dark Side? Get ready to lead Rogue Squadron in epic dogfighting so real, they'll have to peel you out of the cockpit.
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T
TEEN
Violence
ESRB

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WAVE RACE® BLUE STORM

RYOTA HAYAMI WAVE RACE CHALLENGE

Deadline: February 10th

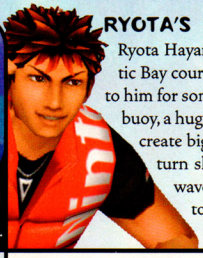
Welcome to the first Wave Race Challenge. The January challenge is hosted by Ryota Hayami and takes place at night on the chilly Arctic Bay/Normal Circuit. The challenge is a Time Trial race, so winning with the fastest time possible is your goal. To take the challenge, enter the password printed in the box below in the game's password menu. You can choose your own favorite character. (You won't hurt Ryota's feelings if you choose someone else.) After completing the race, the game will provide you a 24-digit password. To enter the contest, you must send your entry on a postcard to the given address, including the 24-digit password, your name, address and other information, or enter online at waverace-bluestorm.com/npenter.html*. The deadline is listed above and is also on your Wave Race: Blue Storm Challenge 2002 Calendar. Hit the waves and start practicing today!

Only persons older than 13 years of age can enter online.

Win a new 32" TV and a trip to Nintendo and Nintendo Software Technology Corp. in August!

Turn sharply right after the fourth buoy to avoid losing speed in the big waves.

Cut inside (to the right of) the final buoy and streak toward the finish. If you've saved a turbo, use it here.



RYOTA'S TIPS:

Ryota Hayami has spent countless hours on the Arctic Bay course you're about to challenge, so we turned to him for some quick tips. "As you approach the fourth buoy, a huge chunk of ice will sheer off the glacier and create big waves. Stay to the left of that buoy, then turn sharply to the right to stay in front of the waves. Always look for buoys that you can skip to save time. The final buoy on the Arctic Bay course is a good choice to miss."

USING THE PASSWORD

To access the Password menu, go to Options from the main screen and press X, Z and Start at the same time. Select the Password menu when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

YOUR CHALLENGE PASSWORD:

3MKJVMXV

RETURNING THE RESULTS CODE

Once you've completed the challenge, you'll enter your initials and receive a code consisting of 24 characters. Write them down. (Also, write down your time. You can take the challenge as often as you like, but you'll want to be sure to send in your top time.) The code must be included on your Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry.

Mail your entry to:

WAVE RACE
RYOTA HAYAMI CHALLENGE
P.O. BOX 3481
REDMOND, WA 98073-3481

or enter online* at: waverace-bluestorm.com/npenter.html

OFFICIAL CONTEST RULES: NO PURCHASE NECESSARY; PURCHASE WILL NOT IMPROVE ODDS OF WINNING. VOID WHERE PROHIBITED. Only U.S. and Canadian residents (excluding residents of Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. To enter print "Ryota Hayami Challenge", your name, address, telephone number and Wave Race Password on a postcard, and mail the entry to this address: WAVE RACE, RYOTA HAYAMI CHALLENGE, P.O. BOX 3481, REDMOND, WA 98073-3481 or to enter online go to wavrace-bluestorm.com/npenter.html (only persons older than 13 years old can enter online). Enter as often as you wish. Entries must be received by 2/10/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 2/25/02, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the highest score. In the event of a tie, the grand prize winner will be determined by the highest score attained by correctly answering a timed Wave Race quiz. NOA will attempt to notify winners by mail by 3/10/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on number of entries. Many will enter, a few will win. Grand Prize: One (1) winner will receive a television and a trip for two (2) to visit Nintendo Headquarters and NST (airfare, hotel accommodations, trip transportation and meals are included). Approximate Retail Value (ARV) of prize package is $4,000.00. Actual trip dates to be on August 1, 2002 to August 5, 2002. Travel not used on those dates will be forfeited. Airfare, hotel accommodations, and trip transportation is included in this trip. If under 18, winner must be accompanied by parent or guardian. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are August 1, 2002 to August 5, 2002 Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). (If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. For a copy of these rules, or (after 2/25/02) a list of winners, send your request to the address above. VT residents may omit return postage. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

WAVE RACE ARCTIC BAY SWEEPSTAKES

Deadline: January 31st

The Ryota Hayami Wave Race Challenge is where the action is this month, but there's another way to win with Wave Race and Nintendo Power. This month, and every month through May, you can enter a sweepstakes for hundreds of prizes, and you don't have to swim with the fishes or set a record with your skillful racing to win. Of course, if you've taken the Ryota Hayami Wave Race Challenge, there's no reason not to enter the sweepstakes as well. All you have to do to enter this month's Wave Race Arctic Bay Sweepstakes is fill out a postcard and send it to the address listed below.

Just one sweepstakes entry from each contestant will be valid so you can win only once each month. It's so easy even a porpoise could win, except porpoises aren't allowed to enter, of course. What would a porpoise do with a cool CD or T-shirt anyway? Probably ruin it. And penguins can't enter, either. In fact, only human beings are eligible, so you can forget about sending in an entry for your pet dog, wallaby or tapir. Just remember, you can't win if you don't send it in. (And you can't win at all if you have hooves, fins, wings or paws!) Enter today!

PRINT THE FOLLOWING INFORMATION ON A POSTCARD:

ARCTIC BAY SWEEPSTAKES

NAME
ADDRESS
TELEPHONE NUMBER

SEND YOU CARD TO:
WAVE RACE
ARCTIC BAY SWEEPSTAKES
P.O. BOX 3580
REDMOND, WA 98073-3580

ENTER TO WIN:

- One of 100 Wave Race CDs featuring the great sound track from Wave Race: Blue Storm!
- One of 200 Wave Race: Blue Storm T-shirts !

OFFICIAL SWEEPSTAKES RULES:NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print "Arctic Bay", your name, address and telephone number on a postcard, and mail the entry to this address: WAVE RACE, ARCTIC BAY SWEEPSTAKES, P.O. BOX 3580, REDMOND, WA 98073-3580. One entry per household. Additional entries will be disregarded. To be eligible to win a prize, entries must be completed and received by Sponsor by 1/31/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 2/15/02, winners will be randomly drawn from all eligible entries. Canadian entrants will be required to correctly answer a timed mathematical skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 3/1/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. First Prizes: 100 entrants will receive a Wave Race Audio CD. Approximate Retail Value (ARV) of First prize package is $15.00. Second Prizes: 200 entrants will each win a Wave Race T-shirt, ARV: $10.00. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 2/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Winners (and if winner is a minor his or her parent/legal guardian) will be required to execute an affidavit of eligibility and release of liability as a condition of award. BY ENTERING, YOU (AND, IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS) RELEASE SPONSOR, ITS PARENT, AND THEIR AFFILIATES, DIRECTORS, OFFICERS AND EMPLOYEES (COLLECTIVELY, "RELEASED PARTIES") FROM ANY LIABILITY FOR ANY CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES INCURRED IN CONNECTION WITH THE SWEEPSTAKES OR ANY PRIZE (INCLUDING THOSE RELATED TO PERSONAL INJURY, DEATH, DAMAGE TO PROPERTY, AND RIGHTS OF PUBLICITY OR PRIVACY). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

TONY HAWK'S PRO SKATER 3 CHEAT CODES!—PAGE 57

With a new look and a new focus, Classified Information is stepping into 2002 bigger and better than ever before. The strategies that were a part of Counselors' Corner are now in the CI mix, along with loads of codes and tips that will help you get the most out of your gaming experience.

FINAL FIGHT ONE GBA
LUIGI'S MANSION GCN
MADDEN NFL 2000 N64
NFL BLITZ 2001 N64
NFL BLITZ 20-02 GBA
NFL QB CLUB 2001 N64
STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN
SPIDER-MAN: MYSTERIO'S MENACE GBA
SUPER MONKEY BALL GCN
SUPER STREET FIGHTER II: TURBO REVIVAL GBA
TONY HAWK'S PRO SKATER 2 GBA
TONY HAWK'S PRO SKATER 3 GCN
WAVE RACE: BLUE STORM GCN

STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN

▼ SECRETS OF THE EMPIRE — CODES

DISCOVER THE STORY BEHIND THE GCN ACTION SPECTACULAR WITH SPECIAL FEATURES CODES STRAIGHT FROM LUCASARTS.

When you open the *Star Wars* Rogue Squadron II: Rogue Leader Special Features menu for the first time, you may decide that the Audio Test and the game's short Teaser Trailer are, in fact, not very special. There are two ways to unlock more special features—you can deal a blow to the Empire and destroy the second coming of the Death Star in Mission 10: Strike at the Core with a lot of work and laser blasting, or you can cheat with passcodes. You'll find the Passcodes feature in the Options menu. When you enter a correct eight-character passcode, you'll hear a confirmation chirp from R2-D2. Go to the Special Features section to see a behind-the-scenes extra.

CODE	RESULT
?INSIDER	UNLOCKS A DOCUMENTARY THAT SHOWS THE MAKING OF THE GAME
COMPOSER	OPENS UP THE MUSIC HALL, WHERE YOU CAN LISTEN TO GAME MUSIC
EXHIBIT!	ALLOWS YOU TO LOOK AT CONCEPT SKETCHES IN THE ART GALLERY
THATSME!	MAKES THE GAME CREDITS AVAILABLE AS A SPECIAL FEATURE

▼ SHIP-SHAKING SHOTS — STRATEGIES

IMPROVE SHOT ACCURACY AND THE NUMBER OF ENEMIES DESTROYED ON YOUR WAY TO MEDAL-WINNING GLORY.

Want to make every shot count? You can ensure higher shot accuracy in dogfights by keeping enemy squadrons together. If you destroy ships in the center of the squadron, the outside ships will scatter. Take on targets on squadron wings first, then go for the ships in the center. If you're having a hard time meeting the "Enemies Destroyed" quota, try to resist the temptation to send your wingmates after enemy ships. Instead, have them form up behind you, then take out as many targets as you can by yourself. Be tough! Don't miss!

Enter ?INSIDER as your passcode to view a documentary. See game-making secrets. Witness software engineers eating take-out food.

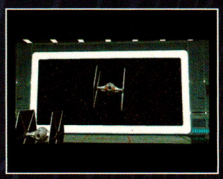
Enter the passcode COMPOSER to listen to the game's many musical selections without any of that nasty laser firing or ship exploding. Nice!

Here's some fun! Use THATSME! to open up the credits, then call your friends into the room. They'll think you finished the game!

▼ FLY A TIE — SHIP UNLOCK

TAKE CONTROL OF THE MOST FAMOUS SHIPS IN THE UNIVERSE.

Several starfighters become available to you in early missions after you have used them in advanced missions. To unlock at least three additional fighters, you'll need to do something special. If you want a TIE fighter on your side for missions like Triumph of the Empire, you must steal a TIE in Mission 7: Imperial Academy Heist during both daytime and nighttime. You'll get the *Millennium Falcon* when you earn 10 Bronze Medals and the *Slave I* after you earn 10 Silver Medals.



Cross over to the dark side of the Force and pilot a TIE fighter in select missions.

Earn Bronze Medals in the game's 10 main missions to earn use of the *Millenium Falcon.*

NFL BLITZ 2001 — N64

▼ SMASH-MOUTH SETUP — CODES

PLAY A GRITTY GAME ON THE GRIDIRON WITH A PILE OF TRASH-TALKING, KNEE-SCRAPING, NO-HOLDS-BARRED BLITZ 2001 CODES. THE CODES ALSO WORK FOR THE ORIGINAL NFL BLITZ FOR THE N64 AND NFL BLITZ 2000.

Sure, it's fun to play NFL Blitz with players that have enormous heads or without stadium lights, but that's not football. That's silly. At CI, we like our football games mean, nasty and toothless—more action, more pain. After you select your team(s) and while you wait for the game to begin, you will have about eight seconds to input as many of the following codes as you can to set up the game the way you like it. To input the codes, press the Z, B and A Buttons the specified number of times, then press the Control Pad in the specified direction. A message will appear after you enter each code correctly.

ONE- OR TWO-PLAYER CODES

The following codes work in one- or two-player games, adding a smash-mouth dimension to the proceedings. Normally, the game allows you to run along the outside line without going out-of-bounds. The Allow Stepping OB code forces you and your opponent to stay near the middle of the field, where the action is. The Power-Up codes turn up the heat on everybody. The other codes speak for themselves.

Z	B	A	CONTROL STICK	RESULT
2	1	1	LEFT	ALLOW STEPPING OB
3	1	2	UP	POWER UP OFFENSE
4	2	1	UP	POWER UP DEFENSE
2	3	3	UP	POWER UP TEAMMATES
3	1	2	LEFT	POWER UP BLOCKERS
0	4	5	UP	SUPER BLITZING
3	0	0	UP	GRASS FIELD
0	3	0	DOWN	SNOW FIELD
0	1	0	UP	LATE HITS

TWO-PLAYER CODES

When you're playing a two-player game, the last thing you want is an artificially balanced game. If you're down 21 points, you don't want the game to help you out of your slump by forcing fumbles on your opponent. The following codes erase CPU help. Tournament Mode guarantees no CPU assistance, no power-ups and no cheats. The No CPU Assistance code allows you to go without computer help but still lets you input additional codes. Both players must enter the second code for it to take effect.

Z	B	A	CONTROL STICK	RESULT
1	1	1	DOWN	TOURNAMENT MODE
0	1	2	DOWN	NO CPU ASSISTANCE

ONE-PLAYER CODE

If you want to make the computer-controlled players play smart and aggressive football, input the following code.

Z	B	A	CONTROL STICK	RESULT
3	1	4	DOWN	SMART CPU OPPONENTS

NFL BLITZ 20-02 — GBA

▼ HANDHELD HITZ — CODES

THE LATEST HANDHELD BLITZ OFFERS A HANDFUL OF COOL CODES.

Just because NFL Blitz went portable doesn't mean that it dropped the ball on supersecret codes. The first NFL Blitz game for Game Boy Advance features five wacky codes that will add some pizzazz to your Blitz-playing experience. After you select the matchup, you'll have some time to enter the following codes. Press the L, B and A Buttons the specified number of times, then press the R Button. You'll hear a sound effect if you enter the code correctly, but you won't see a confirmation message.

L	B	A	R	RESULT
3	2	1	1	NO RANDOM FUMBLES
4	3	2	1	INFINITE TURBO
1	3	2	1	OGRE FIELD
3	1	3	1	SHADOW PLAYERS
2	2	5	1	SNOW FIELD

NFL QUARTERBACK CLUB 2001 — N64

▼ ARE YOU READY FOR SOME FUMBLES? — CODES

A FEW SLIPPERY CODES ADD TO THE LOOSE-BALL EXCITEMENT.

Nothing gets your adrenaline pumping more in football than a fumble. You can crank up the loose balls in last year's QB Club game with two different codes and ensure slipups and injuries with two others. Select the Enter Cheat option, enter one of the following cheat codes and start playing. You can use only one cheat code at a time. Most code names are self-explanatory. The Rugby entry makes players drop the ball on contact with a defender. That makes for one exciting game.

CODE	RESULT
RGBY	RUGBY ACTION
BTTRFNGRS	MORE FUMBLES
SLPNSLD	SLIPPERY FIELD
HSPTL	MORE INJURIES

MADDEN NFL 2000 — N64

▼ FOOTBALL THROUGH THE AGES — CODES

GO BACK TO THE '80S AND BEYOND WITH THREE CLASSIC CODES.

With the advent of Madden Cards, the new Madden football games no longer include cheat codes. Since we're looking back at football codes this issue, we wanted to bring back the Madden 2000 tips that let you live in the past. You'll find the Secret Codes entry in System Options. When you enter the codes, options will appear. Two of the codes make old-style fantasy teams available. Another code brings back an All-Madden team from the '80s.

CODE	RESULT
YOMUMMY	MUMMY TEAM
WESALUTEYOU	PRAETORIANS (GLADIATOR) TEAM
REGANOMICS	ALL '80S TEAM

SEED MONEY

HOT TIP

CULTIVATE A PLANT THROUGH THREE STAGES OF GROWTH TO EARN A PRIZE.

The green object embedded in the boneyard garden dirt is a seed. If you help the seed grow into a plant, you can reap a huge reward—one of the largest monetary rewards in the game. When you visit the boneyard for the first time, suck in a Water Elemental from the faucet and spray the seed until it sprouts. When you return to the boneyard after you capture Bogmire, the Area Two boss, you'll find that the plant has grown. Water it again to make it flower. If you visit the boneyard after you capture 15 Boos in your battle with Boolossus, you'll discover that the flower has closed. Give the plant a third dose of water. The flower will open and produce a gold-colored diamond. At the end of the game, you'll discover that the diamond is worth 20,000,000G. Now that's a cash crop!

After you collect Spooky, water the green lump in the boneyard garden to make it sprout.

Battle two bosses and water the plant two more times. You'll get a nice reward.

FIFTEEN GHOSTS

GHOST LOCATIONS

CAPTURE 15 SKITTISH BLUE GHOSTS TO COLLECT CASH AND DIAMONDS.

Most random room haunts will stick around until you capture them, but there are 15 very fast blue ghosts who will take off as soon as you uncover them. While you may not be sad to see another gaggle of ghosts disappear, you will miss the cash and treasures that they carry. Every speedy blue ghost hides in a specific place in the manison. If you want to uncover a blue ghost, you must check or vacuum its hiding place while the room is still dark. As soon as the ghost appears, it will fly around the room with more speed than any other ghost in the mansion and disappear a fraction of a second after you freeze it with your flashlight. If you manage to capture the ghost, it will produce a cloud of cash as soon as it goes into the vacuum. The screen shots below show every speedy spirit that we have uncovered in the mansion. The spirits in the nursery, conservatory and hidden room appear only after lightning hits the house and the lights go out. The breaker room ghost appears only before the lights go out.

WARDROBE ROOM

STUDY

NURSERY

STORAGE ROOM

HIDDEN ROOM

CONSERVATORY

DINING ROOM

KITCHEN

REC ROOM

GOTTA CATCH THE BOOS

STRATEGIES

WITH A LITTLE PERSISTENCE, YOU CAN GRAB ALL 50 BOOS AND A BIG PRIZE.

After you free King Boo and his band of 50, you'll find Boos in almost every lit room in the mansion. Professor E. Gadd explains that you can root out the Boos with the Game Boy Horror's Boo Radar, but he doesn't talk about the fact that Boos are very different from the other ghosts. For starters, Boos don't feel the pull of the Poltergust 3000 as strongly as other ghosts do. They can freely fly about the room, even when you are sapping their strength. The most effective way to capture a Boo is to get as close to the ghost as you can get. Chase the Boo when it starts to get away, but don't use the C Stick to rotate Luigi. If Luigi is close enough to the Boo, he'll rotate automatically and keep the Boo in his sights. Another factor that separates Boos from other ghosts is their ability to move from one room to the next. When a Boo leaves the room, you can find it floating in the next room. If you wait too long to chase the Boo, it will find a new place to hide. Boos always stay on the same floor. Even if you lose track of one of the white whisps, you'll be able to find it again close by. If you manage to collect all 50 Boos, you'll earn a 20,000,000G diamond.

The Boo-shaped balloons and the bombs that you'll find while looking for Boos are red herrings.

BILLIARDS ROOM

NANA'S ROOM

THE TWINS' ROOM

BREAKER ROOM

CELLAR

SEALED ROOM

▼ BETTER HOMES AND GARGOYLES

ENDINGS

A GHOST-FREE DREAM HOME IS YOUR REWARD FOR COLLECTING BIG BUCKS AND BEATING THE BOOS. LEARN THE KEY TO THE HIGHEST RANKINGS.

When you play through Luigi's Mansion, you'll discover that the mansion is only an illusion—a trap set by King Boo to lure and capture the brothers Mario. After you turn the tables on the king, the house will disappear and you'll buy a new one with your accumulated coins. You won't be able to actually live in the new house, but you will see a painting of it in the professor's gallery. There are eight houses, representing Ranks A through H. It's almost more difficult to finish the game with a sub-5,000,000G score (earning the Rank H house picture) than to earn the 100,000,000G (or more) that is required for a Rank A ending.

EARNINGS	RANK		
UNDER 5,000,000	H	UNDER 100,000,000	B
UNDER 20,000,000	G	100,000,000 OR MORE	A
UNDER 40,000,000	F		
UNDER 50,000,000	E		
UNDER 60,000,000	D		
UNDER 70,000,000	C		

▼ WATER REWARDS

MONEY LOCATIONS

USE WATER ELEMENTALS TO FEED PLANTS AND EARN CASH AND PRIZES.

The boneyard holds a big diamond-producing seed, but it isn't the only place where you can cash in by watering a plant. In fact, nearly every potted plant in the mansion will give up big stones, gold bars or cash. The following screens show a few places where you can water plants for big prizes.

MASTER BEDROOM

COURTYARD

BALCONY

TRASH-CAN TIP:

LUIGI'S MANSION

▼ CINEMA SURPRISE

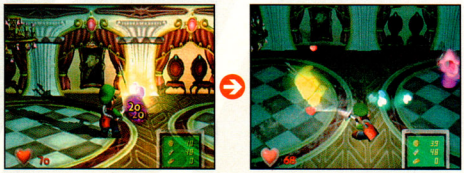
You've probably pulled a poster or two off the wall, but you might not have tried the same trick with the projection-room screen. You can't pull it off, but you can make it change. Give it a tug with your Poltergust 3000. If you're persistent, you'll reveal a huge picture of a Boo. It's kind of fun, but it's useless, too—another one for the old circular file.

▼ HEART HELP

STRATEGIES

TWO TECHNIQUES GIVE YOU THE CHANCE TO REPLENISH YOUR HIT POINTS.

When the ghosts of Luigi's Mansion get the better of you, the only way to return to full Boo-hunting health is to collect hearts. In addition to the small and medium-sized hearts that you can find in vases and drawers, there are a couple of great hit-point sources. The first CI-endorsed HP collection technique involves battles with more than one ghost. If you manage to freeze two (or more) ghosts at once with your flashlight and collect at least one of them, every ghost that you collect in the exchange will produce a small heart, good for 10 hit points. If you freeze and collect two ghosts at once, you'll net 20 hit points with one move. The other winning technique is to find big hearts that replenish 50 hit points at once (half of your hit-point capacity). There is one big heart on every floor of the mansion. You'll find their locations in the screen shots below. After you collect a big heart, you can leave the area, enter a different room, return and collect the same heart again, fully replenishing your hit points. Fill up and keep fighting.



When you freeze at least two ghosts at once and collect at least one of them, every ghost that you collect will produce a 10-point heart.

BIG HEART LOCATIONS

2ND FLOOR—NURSERY

The design of the heart-shaped dresser is a clue. Open the drawer to find a 50-point heart.

1ST FLOOR—GRAVEYARD

When you interact with the left-most gravestone, you'll collect another big heart.

3RD FLOOR—SAFARI ROOM

Your first destination on the third floor is a tough room. Its big heart is in a chest, on a corner table.

BASEMENT—CELLAR

The shelves in the center of the cellar hold a big heart. Pull it out with your vacuum.

INVISIBOOST

GET AN INSTANTANEOUS BURST OF SPEED IN CHAMPIONSHIP COURSES.

Every serious Wave Racer knows that turbo speed wins races. You can round the buoys to earn Turbo Boosts or do tricks for your turbos, but there's nothing like getting free, immediate Turbo Boosts for being at the right place at the right time. In addition to the turbo-charged start that you can get by hitting the gas when the light turns green, you'll find invisible Turbo Rings on almost every course. When you hit a ring, your rider will give a shout and your machine will blast off with super speed.

DOLPHIN PARK

You'll find consecutive invisible boosts in the conspicuous arching rock formations at the end of the Dolphin Park course. Veer to the outside as you approach the finish line, skip the second-to-last buoy and fly through the first arch. You'll still be feeling the effects of the first blast when you reach the second arch.

If you've built up a turbo boost, use it (or lose it) before you enter the first turbo-charged arch.

Veer right as you soar out of the first arch to hit the next one. You'll finish the lap with super speed.

LOST TEMPLE LAGOON

The single hidden Turbo Ring in the Lost Temple Lagoon course is on a ramp, a few yards from the start/finish line. When you cross the line, veer inside and fly off the ramp. Your rider will acknowledge the acquisition of turbo speed by screaming at the top of his or her lungs. You can take advantage of the boost in every Championship Mode.

Go inside after you cross the line and fly off a ramp for an immediate burst of speed.

SOUTHERN ISLAND

The Turbo Ring of Southern Island is hidden on the stairway to the lighthouse. You can use the ring to blast off in Normal and Hard Championships, but not in Expert Championship. After you fly by the right side of the second buoy, take a sharp left turn and head for the stairs. You'll get a burst of speed when you hit the stairs, just before the lighthouse gate.

Turn left after you clear the second buoy and head for the stairs. Hit the hidden ring to make your machine (and rider) scream.

POWER-UP LOCATIONS

ASPEN LAKE

As you approach the finish line of the Aspen Lake course, during a Normal or Hard Championship race, you'll see a dock on the inside of the track. If you take off from the ramp that is attached to that dock, you'll score an instant Turbo Boost.

Hit the last ramp and fly over the finish line.

OCEAN CITY HARBOR

The invisible Turbo Ring in the Ocean City Harbor course is on a ramp that is accessible only when the waves are high. You can take advantage of the boost in any Championship race. In the Normal Championship, swing to the outside of the course after the fourth buoy and aim for the big ship as you take a wide turn to the right. You'll find the ramp between the massive tanker and a bulkhead to the right. The ramp is in the same place in every race, but the differing buoy configurations of the Hard and Expert Championship races will alter your turbo-tracking route.

The turbo ramp will send you flying and make you skip a buoy.

ARCTIC BAY

The two Arctic Bay Turbo Rings are on the outside ice wall. You'll find the first ring after you clear the third buoy in Normal and Hard Championships. The other ring is between the wall and an ice floe. You'll find it after you pass the huge ship. The Expert Championship runs the other way, but the rings are in the same place.

You'll find invisible Turbo Rings along the Arctic Bay ice wall.

WAVE RAVE

SPECIAL AREA

HIT ROUGH WATER IN CALM DOLPHIN PARK BY ROAMING OUT-OF-BOUNDS.

The best beaches and waves are always hard to find. That rule holds true for the Free Roam Mode version of Dolphin Park. The water is glassy on the main course, but it breaks something fierce in an out-of-bounds buoy corral. Veer slightly to the left from the start, then head straight for the jagged mountain island in the distance. Hit the Z Button for a Turbo Boost just before you break through the course boundaries. When the Turbo Boost becomes available again, blast off once more. If you're fast enough, you'll cross into the small ring of buoys that surrounds rough water.

You've got a need for speed. Head for the distant Dolphin Park island and hit turbo.

When your turbo tops out, hit it again. You'll cross the buoy line just before forced retirement.

TONY HAWK'S PRO SKATER 2 — GBA

▼ SPIDEY, MINDY AND MORE — CODES

UNLOCK TWO SECRET SKATERS AND UNCOVER THE CHEAT MENU.

Like its skill- and spill-packed predecessors, Tony Hawk's Pro Skater 2 for Game Boy Advance is loaded with cheats. You may know some of the cheats already, but you probably haven't heard the story behind them. According to Karthik Bala, CEO of Vicarious Visions, unlockable skater Mindy is "the goddess of burritos and tofu fries and the patron saint of Team Baisoku." While Mindy and Spider-Man are the game's only unlockable characters, we've learned that you can find a reference to one of Spider-Man's archvillains on the Boston rooftops in the game's last level. The Cheats menu is loaded with odd options. When you activate Stud Mode, all of your skaters will perform as if their stats have maxed out. Sim Mode gives the game more realistic physics. The Always Special option keeps your Special bar full at all times. You can enter any of the cheats shown below using the buttons and Control Pad at the main menu or when game play is paused.

CODE	RESULT
HOLD R AND PRESS A, LEFT, LEFT, UP, RIGHT, B, A, START	UNLOCK MINDY
HOLD R AND PRESS UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START	UNLOCK SPIDER-MAN
HOLD R AND PRESS B, A, DOWN, A, START, START, B, A, RIGHT, B, RIGHT, A, UP, LEFT	OPEN CHEATS MENU
HOLD R AND PRESS A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN	UNLOCK ALL LEVELS
HOLD R AND PRESS B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT	UNLOCK ALL LEVELS AND LOAD UP WITH MONEY
HOLD R AND PRESS B, LEFT, UP, DOWN, LEFT, START, START	TURN OFF BLOOD

Make sure you scroll down so you can see all of the Cheats menu options. The Fugitive option treats your skater like a suspect on a cop show.

You don't need webbing when you've got a tricked-out board.

Officer Dick doesn't show up, but Mindy does report for duty.

TONY HAWK'S PRO SKATER 3 — GCN

▼ MOVIES AND MOVES — CODES

TWO THPS3 CODES UNLOCK MOVIES AND AN OPTION-FILLED CHEATS MENU.

You can always count on a Tony Hawk's Pro Skater game to give you hidden features. The first THPS game for Nintendo GameCube has a total of eight codes that unlock special options. We've managed to get our hands on two of them. From the main menu, go to the Options selection, then choose Cheats and enter the codes. The POPCORN code unlocks 23 short movies, available under the Movies selection on the Options menu. The movies include action from all of the pros in the game and behind-the-scenes footage of the game's developers. Enter MARKEDCARDS as your code to make the in-game Cheats menu available. Start skating, then press the Start Button to pause the action. The Cheats menu will appear as an option. It includes 11 different cheats, some of which will give you incredible pro skating skills. The Always Special option keeps your Special Meter full, so you can practice special moves. The Super Stats selection gives your skater maxed-out stats, and the Perfect Rail selection takes the balancing act out of grinds and lip tricks.

CODE	RESULT
POPCORN	UNLOCK ALL MOVIES
MARKEDCARDS	UNLOCK IN-GAME CHEATS

Unlock the movies and get some tips from the pros before you head out to the skate park and perform your own sick moves.

When you use the Cheats menu to give your character perfect balance, you can hold a lip trick forever and easily earn a Sick Score.

SPIDER-MAN: MYSTERIO'S MENACE — GBA

▼ FREE SWINGING — PASSWORDS

USE PASSWORDS TO UNLOCK LEVELS AND SPECIAL SUITS.

You can get a good look at all of the levels in Spider-Man's GBA adventure before you play the game all the way through from the beginning. We have two passwords for you. One of them is noteworthy because it sort of spells "Spidey," at least as well as you can without vowels. Use SP1DY as your password to begin with one extra level unlocked and a few good suits. Use JV31- to enter the game with all levels unlocked and every special suit.

PASSWORD	RESULT
SP1DY	ONE EXTRA LEVEL OPEN
JV31-	ALL LEVELS OPEN

CODE COP:

SUPER STREET FIGHTER II: TURBO REVIVAL

▼ SIMPLIFIED SPECIALS

You might have seen this one before. During game play, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, then press the Select Button to make special moves easier. It works all right, but you don't have to go through the rigmarole of entering the code. Just press the Select Button. You'll hear a sound that indicates the switch. Case closed.

FINAL FIGHT ONE — GBA

▼ PUNCHING FOR PRIZES — REWARDS

EARN OPTIONS BY FLATTENING FOES LEFT AND RIGHT.

The Game Boy Advance version of the original Capcom brawler keeps track of how many enemies you have defeated on your way through Metro City and awards you with special options for meeting milestones. If you select the "next" entry on the Options screen, you'll see a list of extra options that are locked at the beginning. When you exit the menu, you'll go to a Battle Points screen that shows how many opponents you have defeated and the total number of defeated opponents that you must reach before you unlock the next secret. The table below shows the points required for each option.

POINTS	REWARD
500	START WITH NINE LIVES
800	SELECT ANY OF SIX STAGES
1,300	CHANGE THE LOOK OF YOUR FIGHTERS AND UNLOCK TWO EXTRAS
2,000	ACQUIRE A SPECIAL RAPID-PUNCH MOVE

You'll earn points for every defeat and unlock special options.

If you want to knock out fighters in a hurry, nothing beats a pipe.

SEND YOUR CODES TO CLASSIFIED@NINTENDO.COM

OR MAIL THEM TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

SUPER MONKEY BALL — GCN

▼ MONKEY BALL BOUNCE — WARPS

ROLL THROUGH GREEN AND RED GATES TO SKIP FLOORS.

If you make it to and through the top floor of a Super Monkey Ball circuit without rolling into the abyss once, you'll unlock more floors. One of the best ways to ensure perfection is to warp ahead where you can. You can skip a few floors by rolling through a green gate and skip more floors by rolling through a red gate.

BEGINNER MODE—FLOOR 2

Turn around at the start of Beginner Mode Floor 2, roll up the ramp slowly and drop off the end. Pull back as you drop and let go before you land.

ADVANCED MODE—FLOOR 6

You'll find a green gate on Advanced Mode Floor 6 in the same way that you discovered the first green gate. Turn around and go over the edge.

ADVANCED MODE—FLOOR 18

After you start on Advanced Mode Floor 18, veer right and roll off the edge at the head of the first arrow. When you land, find the red gate.

ADVANCED MODE—FLOOR 25

You'll see a green gate straight ahead on Advanced Mode Floor 25. Roll straight for the goal, right over a small hole. You'll pop over the gap.

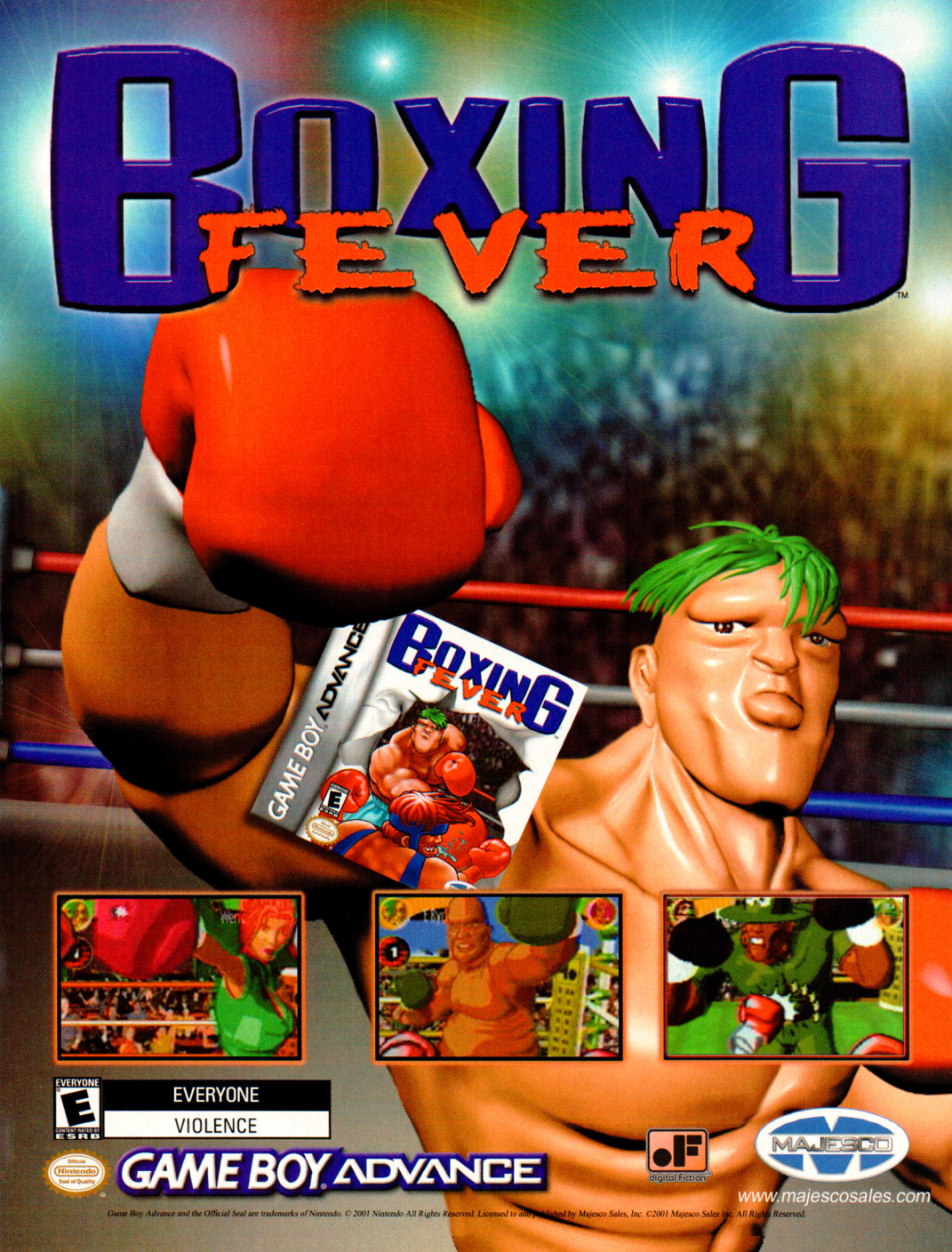
CODE CRETIN:

SUPER MONKEY BALL

▼ MONKEY BUSINESS

The Code Cretin is the kind of guy who plays two-player sports games by himself to run up the score—a cheater of the worst kind. He says that you can see every Monkey Ball minigame with 2,500 points. Copy your file from one GCN Memory Card to another. Unlock one game with one card and another game with the other card. Cheap!

BOXING FEVER™



EVERYONE

VIOLENCE

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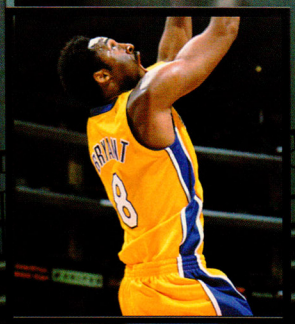
NBA COURTSIDE 2002



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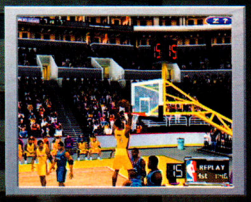
YOU'VE GOT GAME!

Drive the lane, slash through the low-post double team and throw down the two-handed tomahawk jam, with Nintendo's NBA Courtside 2002 for the Nintendo GameCube. Sporting all 29 NBA teams, complete and current rosters, perfectly rendered arenas and players so real they'd fool Marv Albert, NBA Courtside 2002 is without a doubt the best-looking and most enjoyable cager available on any system. Join the Nintendo Power backboard breakers as we take a sneak peek at one of the hottest sports titles of the new year.

LOOKS GOOD TO US

The players look so realistic, you'll swear you're sitting courtside with Spike Lee at Madison Square Garden. From megastars like Shaq and Kobe to perennial bench warmers such as Greg Foster, every player's face and body type are exact likenesses. NBA Courtside 2002 also features all 29 NBA arenas in picture-perfect detail—right down to the last seat in the nosebleed section. The sounds of the game are also spot-on. Sneakers squeak, rocked rims echo in empty gymnasiums and excited hometown crowds chant "De-fense! De-fense!" during close games.



Look at the luxury boxes in the home of the Lakers, the Staples Center. All that's missing is Jack Nicholson screaming at the refs.

Gape in amazement as Air Canada, Vince Carter, slams it home over a hapless Brent Barry.

The number-one draft pick in 2001, Kwame Brown , takes it to the hoop.

How realistic is NBA Courtside 2002? They've even replicated each of Allen Iverson's tattoos! Now that's detail!

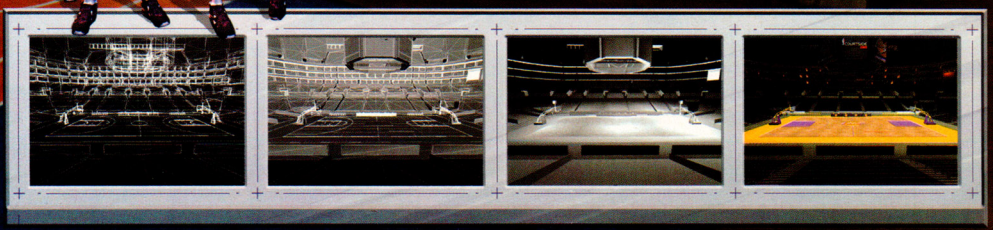
You can't make substitutions in Arcade Mode, so the computer automatically chooses each team's best guard, forward and center.

TWO GAMES IN ONE

There are four game play modes in NBA Courtside 2002: Quick Play, Season, Skills and Arcade. Quick Play throws two teams right into the action, while Season Mode lets you play a season of 14, 28, 56 or 82 games and even participate in a fantasy draft. You can also jump to the play-offs and bypass the season altogether. The traditional 5-7-7-7 schedule (five games in the first round, seven in the rest) is the default option, but you can also use a 1-1-1-1, 3-3-3-3 or 5-5-5-5 setup. Arcade Mode is a different game altogether. Teams have three players instead of five, the action takes place on a rooftop and the laws of physics have been suspended—which allows for massive jumps and mind-blowing dunks. Turn the page for the lowdown on Skills Mode.

The fantasy draft option allows you to create a league from scratch by drafting every player anew.

Special hot spots sometimes appear in Arcade Mode. If you make a basket from one of the spots, it will be worth four, five, six or even seven points.

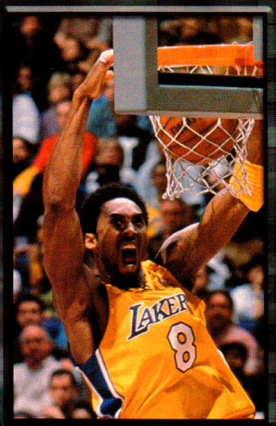


MAD SKILLS

Skills Mode allows you to put your talents to the test. In the 3-Point Contest, which is a round-robin tournament, you control up to eight players as they see who can drain the most treys in 60 seconds. And if you need to work on your hoops hops, head to Practice Mode—where you can turn game hints on and learn how to perform certain moves or just have a shoot-around with the team of your choice.

Kobe Bryant, the spokesman for NBA Courtside 2002, can light it up in the 3-Point Contest—but Ray Allen won't back down without a fight.

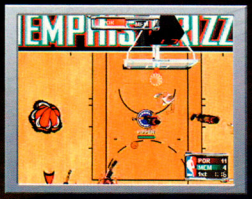
Sounds echo throughout the empty gym in Practice Mode. It's a good place to practice different offensive plays and sets.



CHOOSE YOUR STYLE

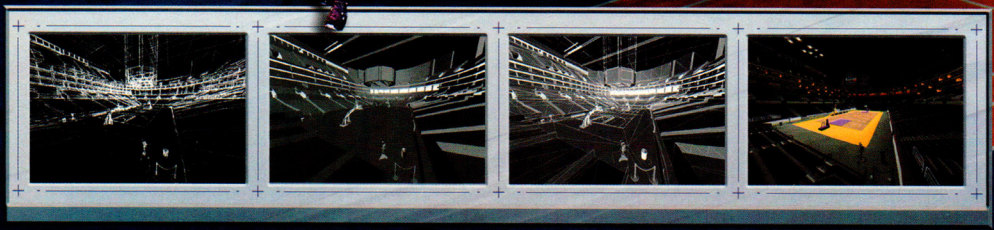
There are over 10 set offensive plays that you can call instantly, including the outside triangle, perimeter and low-post rebound.

If you demand subtle control over every aspect of a game, NBA Courtside 2002 will not disappoint. You can sub players in and out, set defensive strategies, call for a double team or set a pick with the touch of a button. There are six different camera angles—from a behind-the-backboard, full-court shot to a fixed press camera that puts you right in the action. Most rules—including three-in-the-key, over-and-back, goaltending and shot clock violations—can be toggled on and off. You can also turn injuries and the fatigue meter on and off to create a more- or less-realistic experience as you see fit.



Different camera settings give each game a unique feel. There's even an overhead camera if you desire a bird's-eye view of the action.

If you play with the fatigue meter on, your players will become tired. The meter drops faster if you play with three-, five- or nine-minute quarters as opposed to the usual 12.



IT'S SO REAL!

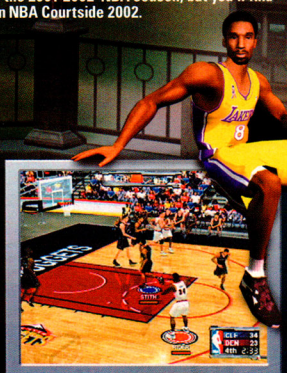
Though each and every player on the roster looks incredibly lifelike, that's just the surface layer of NBA Courtside 2002's maniacal attention to detailed realism. Red-white-and-blue ribbons—which almost every team adopted for the 2001-2002 season—appear on nearly every court and uniform, including the practice floor. Team logos and colors are true to form—including the new "retro" Seattle Sonics design—and players will sometimes stop after a big play to exchange high-fives, talk trash or even tie their shoes. You can even watch players on the bench jump up and down and engage in stretching exercises as they wait for their big chance. Each player's individual quirks show up as well. Shaq's bizarre free throw style—where he pauses midshot and holds the ball above his head—is recreated to perfection. Even the hometown fans get into the act. If you play on Utah's home floor, the crowd will be awash in the Jazz's home colors of purple and white. But if you play as the Portland Trail Blazers, most of the crowd will be decked out in garish red and black outfits.

To shoot free throws, wait until the basketball on the left-hand side of the screen fills the circle. The ball will grow and shrink as you stand at the line. If your player is a poor shooter, the ball will move at a rapid pace and make the shot more difficult.

The red-white-and-blue ribbons were a late addition to the 2001-2002 NBA season, but you'll find them in NBA Courtside 2002.

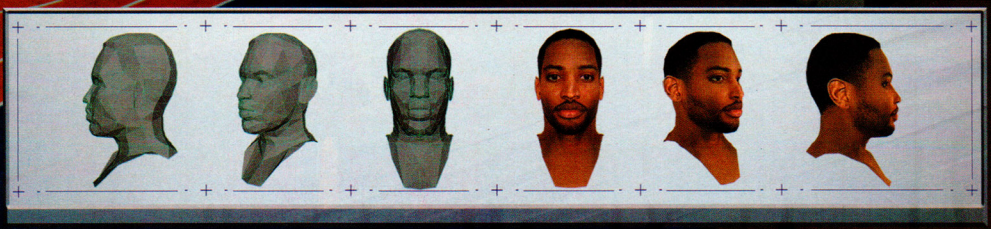
You can watch an instant replay at any time. Use the Control Stick and various buttons to adjust the zoom, camera angle and frame rate.

The Adrenaline Meter at the top of the screen would make a fantastic addition to any sports game. If your team does well, the meter will fill up. The fuller the meter, the more likely you are to score points, steal balls and block shots. If your opponent has the meter advantage, call a time-out to cool his team off.



Fan reactions will ebb and flow with the action. If you're getting blown out at home, the gym is as quiet as a library. If a game goes down to the wire, the fans will yell and scream like there's no tomorrow.

Hometown fans will distract a visiting team's free throw shooter with signs, banners and those long, yellow foam things that real-life fans seem to carry with them at all times.

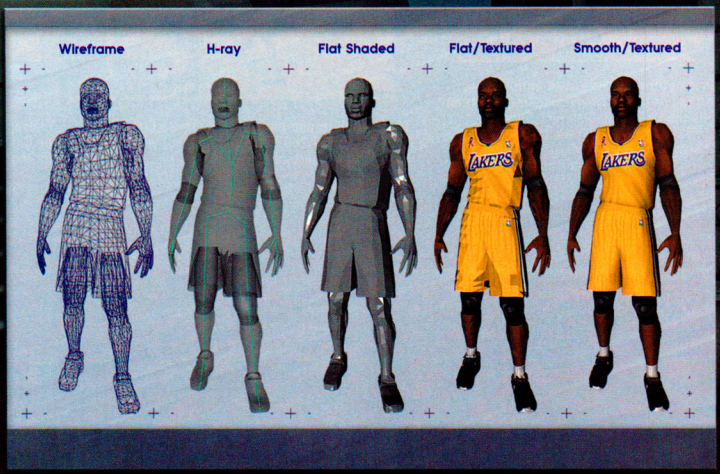


CREATE-A-PLAYER

The development team gave us the scoop on how they created such realistic players, and we're giving you an insider's view of some of their design models below. While you can't design a wireframe or flat shaded player in Courtside's Create-a-Player Mode, you can make a five-foot-tall center or a 300-pound point guard and then distribute attribute points in a vast number of categories such as shooting, defense and speed.

You can design the face, body and build of your player, then give him extras like tattoos, armbands and taped fingers.

If your created player performs well, he'll earn attribute points after each game. It's a fun reward for hard-core cagers who play a full season.



IT MUST BE THE SHOES!

If you're searching for a fun and exciting game of basketball that looks and sounds phenomenal, then stop searching and grab NBA Courtside 2002. We've got more coverage of the Nintendo GameCube's newest sports franchise on the way in coming months, including a full review and plenty of hidden extras, so keep one hand on your Controller and one eye glued to the pages of NP.

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Electronic Arts has created an inspired vehicle for the cast of the Simpsons. You already know and love the characters, but you probably don't know what sort of issues they have once they get behind the wheel.

THE SIMPSONS™ ROAD RAGE

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HOMER 4 HIRE

It may remind you of another loony cab game that shall remain nameless, but The Simpsons: Road Rage takes the destination racing genre to a brand-new place: Springfield. You'll be bug-eyed with glee—or rage—while you cart your favorite characters all over town.

ESRB TEEN T — Mild Language, Suggestive Themes, Violence

MATT GROENING

MMM....ENGINE BLOCK

The Simpsons: Road Rage is a feast for the eyes and ears, and there are four delicious ways to enjoy it. In all of the modes, you'll drive a vehicle around various neighborhoods in Springfield. You won't actually eat anything.

ROAD RAGE

Look for passengers as your countdown timer ticks off seconds. Each time you pick up a passenger, a small amount of time will be added to your timer. The object of the game is to get your passenger to his or her destination quickly so you can keep leftover seconds. You must collect money in Road Rage mode to unlock new levels and characters.

Weee . . .Ooww, I Bit My Tongue

As soon as you pick up a passenger, a picture of his or her desired destination will appear on the left side of the screen. A pointing finger will also appear to show you the most obvious route to the destination. In most cases, there is usually a more direct route.

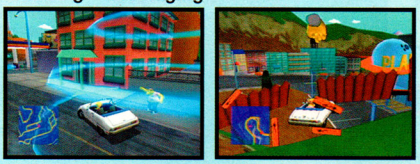
Pursued by a Plutocrat

Mr. Burns and Smithers will pursue you throughout the game in their luxury convertible. The bigger threat, however, is the nuclear-powered bus that can jam you into a corner. If you get stuck, press the Z Button to reset your location.

SUNDAY DRIVE

Sunday Drive is just like Road Rage, except that there is no timer and you can't earn money. Use the mode to look for shortcuts or to sightsee.

Roaming—Not Raging

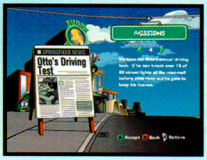


All of the features and passengers you would find in Road Rage Mode are available in Sunday Drive. You can try out new routes and investigate hidden areas without worrying about the ticking timer.

MISSION

Try to beat specific objectives—and avoid pursuers—in 10 special missions. Some of the scenarios involve chasing down items or characters within a set amount of time, but there are several other types of missions. You must complete each mission to move on to the next mission.

Back Story



Each mission is the climax of a story involving a specific character. To conclude the story, you must complete the mission objective.

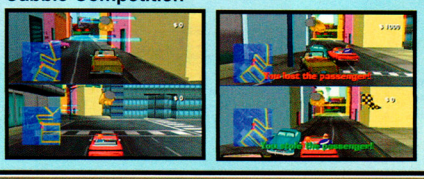
The Route to Success

You may need to try each mission a few times before you learn the best route to take. Make a mental note of item and character locations so you don't make the same mistake twice.

HEAD TO HEAD

Two players can compete head-to-head in an all-out battle to earn cold, hard cash. The race is on—pick up and deliver one passenger at a time. Whoever reaches the dollar goal first is the winner.

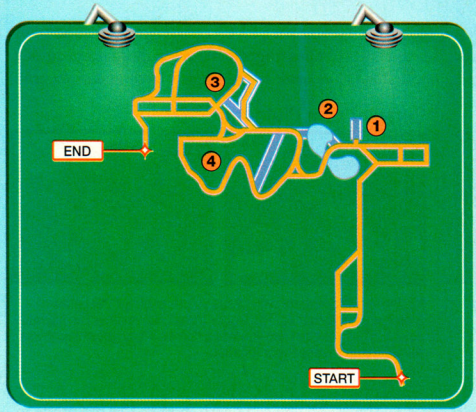
Cabbie Competition



Two players will compete against each other to reach the passenger first. Once you pick up the passenger, you must protect your fare by avoiding your opponent. You can steal the passenger by bumping into your opponent's car.

EVERGREEN TERRACE

The Simpsons' sleepy subdivision is a great place to start your taxi service, which is good, because it's the only place you can start your taxi service. The residential area is easy to navigate, but it contains few shortcuts.



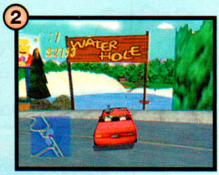
HIDDEN PATHS
HIDDEN AREAS

The blue areas on the maps represent secret shortcuts and hidden areas to explore. There are plenty of other hidden areas in the levels, but you'll need to find them yourself.

1

You don't need a hall pass to cut through Springfield Elementary School—just drive through the front doors.

2



The town Water Hole is really more of a water puddle, so you shouldn't have much trouble driving through it.

3

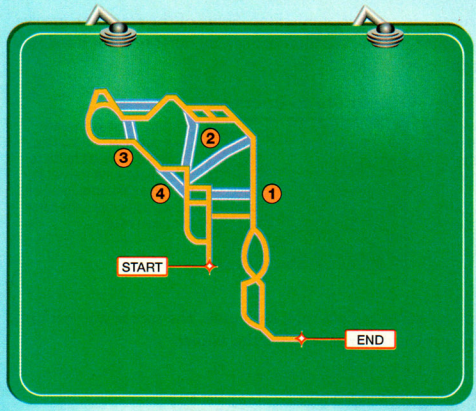
Go up a narrow ramp in a commercial section of Evergreen Terrace to reach a rooftop shortcut.

4

Cutting through the courtyard in the large office building complex can cut down delivery times in the commercial area.

ENTERTAINMENT DISTRICT

Home to Springfield's best destination shopping and seediest taverns, the Entertainment District is loaded with eager passengers. There are many structures to destroy—just make sure the refuse doesn't block the road.



Break on Through

Many of the seemingly solid fences in the Entertainment District will rip away like cardboard. Watch out for solid walls just beyond the breakable walls.

1

A jump over the top of a strip mall will take you to a parallel street. A nearby side street serves the same purpose.

2

The Springfield water tower marks one end of a long diagonal shortcut. It's probably the biggest time saver on the level.

3

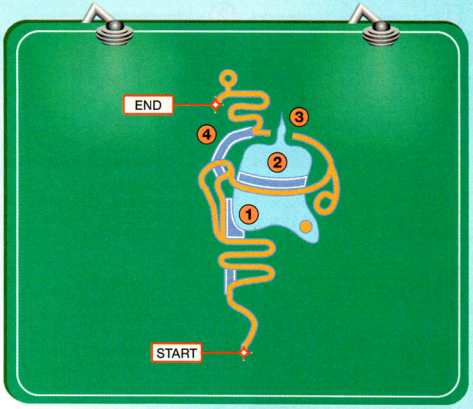
Zoom into the castle to cut through the miniature golf course. You can break through the fence on the other side.

4

A truck trailer with car ramps has been left suspiciously close to a huge jump. Do your best to avoid cars as you approach it.

SPRINGFIELD DAM

The enormous Springfield Dam is the centerpiece of the level, but its main features are winding roads and big jumps. Some fares are a long haul across the map, so you should steer clear of wrong turns.



Over the Hill

The many hills on the Springfield Dam level make it difficult to see approaching traffic, but you may be able to jump over oncoming cars if you drive fast enough.

1

Instead of taking the long road over the dam, you can take a shortcut through the water by swerving behind the mansion.

2

The side of the dam is steep, but your vehicle will cling to the concrete. Use the ramp to enter and exit the water.

3

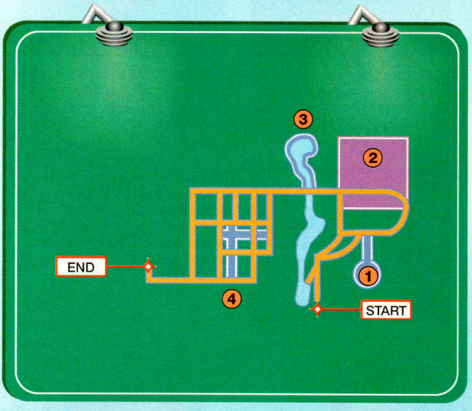
The bridge is out, but that shouldn't stop you from crossing it—if you have enough speed to make the jump.

4

Hang a left onto the trail in front of the mansion to enter a cavern shortcut. Turn left at the tunnel exit to bypass the jump at 3.

NUCLEAR POWER PLANT

The power plant is located in a commercial/industrial corridor that also includes Springfield War Memorial Stadium and the Springfield Mall. You must remember how to reach the one road that runs through the level.



Don't Break on Through

Many of the objects that you had no trouble destroying on previous levels are rock solid in the Nuclear Power Plant.

1

War Memorial Stadium isn't exactly hidden, but it's easy to miss the entrance if you aren't paying attention.

2

The spacious interior of the power plant allows for plenty of stunt driving opportunities.

3

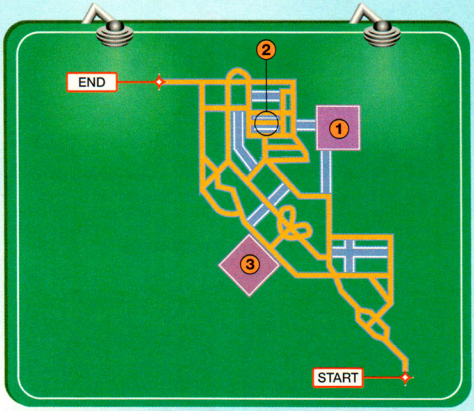
You can enter the elongated lake between the plant and the shopping area at several points.

4

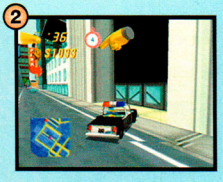
Try a little drive-through shopping at the the Springfield Mall. Actually, you can't shop, but you can cut through the mall.

DOWNTOWN

The massive Downtown region of Springfield may keep you sightseeing for hours if you explore it in Sunday Drive Mode. In Road Rage Mode, however, you'll need to figure out the maze of streets quickly to earn big money.



Evel Knievel will blow a gasket when he sees you jump the jumbo jet on the airport runway.

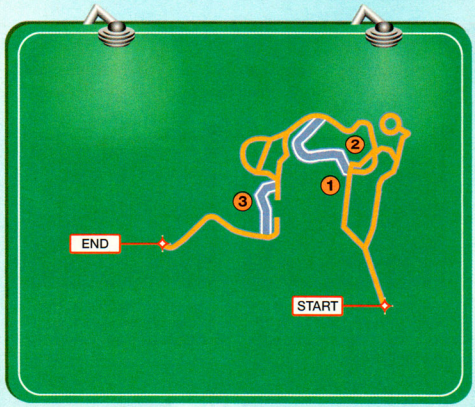


There are two hidden entrances—but three potential exits—in an office building in the heart of Downtown.

Drive-in movies are hard to see in the daylight—which may explain why so few people are there to watch the Itchy and Scratchy feature. It's good, but a little repetitive.

SPRINGFIELD MOUNTAINS

Enjoy the mountain air while you catch major air on the many jumps in the last available level. It's a long haul from one end of the mountain road to the other, but you can cut your time by riding the rails.



Make a soft left turn—or a very hard right turn, depending on the direction you're going—to reach the train-track shortcut.

The other, less obvious route to the train tracks is closer to the starting point. Look for the old guy in the grass.

There's a big jump over a chasm that you may or may not be able to make, depending on the car you're driving. If you can, drive off the edge of the road to reach a detour to the parking lot.

WHAT, NO TIP?

We've barely scratched the cel-shaded surface of Road Rage. You can spend many hours joyriding around Springfield—you'll have to if you want to earn enough money to open everything in the game.

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TEEN T CONTENT RATED BY ESRB — Mild Lyrics

PlayStation.2 GAME BOY ADVANCE NINTENDO GAMECUBE XBOX

Realistic action, team strategy and precise control add up to an exciting race for the World Cup in FIFA Soccer 2002 from EA Sports for Nintendo Game Cube.

EVERYONE
E
CONTENT RATED BY ESRB

EA SPORTS™

FIFA SOCCER 2002

MAJOR LEAGUE SOCCER™

Soccer Sensation

With 16 professional leagues and 75 national teams, a pitch-perfect passing system and insightful commentary, FIFA Soccer 2002 delivers a spot-on shot on goal. Whether you're slogging through a downpour in a friendly match or making a drive for the top prize, you'll score big with FIFA Soccer 2002.

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On the Make

Step into the Creation Center and customize your soccer experience. You can develop the looks and skills of your own players, put together a squad by stealing star strikers from real-life teams, and establish your own league or cup, where you set the format and the rules.

TAKE ON THE WORLD

From the Aalborg team of the Danish Superligaen league to the West Ham United squad of the English Premiership, FIFA Soccer 2002 features hundreds of the world's best soccer clubs. You can bring any team of your choice into a one-shot match or take on the rest of the world in seasons, tournaments and the World Cup.

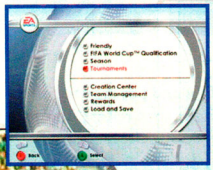
Friendly Match

Select Friendly Mode to enter a match between any two teams in the game—a rematch of the last World Cup Finals, a face-off between bitter rivals or a match between two teams that have never been on the same pitch. There are no trophies. The only thing at stake is team pride.

Full Season

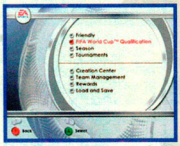
Lead the San Jose Earthquakes to another Major League Soccer championship or finally bring the Italian League trophy back to AC Milan in Season Mode. You'll lead your team through a full season schedule and finish it up at the championship.

International Tournaments



The EFA Trophy and the European Champions Cup are up for grabs in the Tournaments Mode when you start the game. You can create your own tournaments in the Creation Center and unlock up to five bonus tournaments as you make your way through World Cup Qualification. For every tournament that you win, you will unlock a new Panini box cover.

FIFA World Cup Qualification

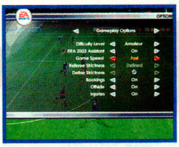


Every four years, the soccer world crowns a new champion. FIFA Soccer 2002 takes you through the 2002 FIFA World Cup, starting with tournament qualification. You can select any team from the four federations, play through that federation's tournament and go for a slot in the World Cup. Will the team from France drink from the cup again, or is it finally time for the squad from the United States to shine? It's all up to you and your skills!

PLAY IT YOUR WAY

Loaded with options, FIFA Soccer 2002 lets you set up the action the way that you want it. Select game length, stadium features, AI behavior and team strategies, then hit the pitch and play. If you want to take a break from the action, you can pick up some pointers from the training video or watch bloopers from the FIFA Outtakes reel.

Pick the Pace



The Game Speed selection, found under Gameplay Options, allows you to slow down the action on the field or take it up a notch. The players on both teams will run faster or slower depending on where you set the speed.

Choose Your Views

The Cameras Option allows you to select from eight camera settings. Some settings show the action from the sidelines. Others take a vertical goal-to-goal approach. Every setting gives you camera height and zoom control.

Select Sides

Even though the fans of Real Madrid or AC Milan would never consider changing their allegiances, you can switch sides before or during any match using the Side Select option. Use the feature in lopsided multiplayer matches.

Step It Up

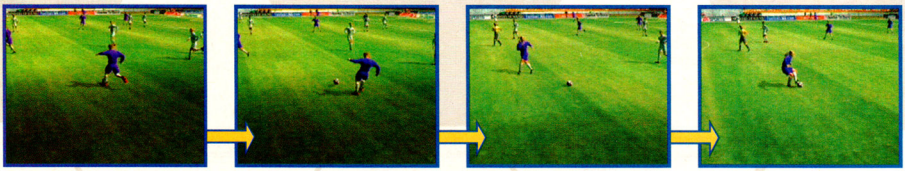
Game difficulty defaults to the Amateur setting. If you want to bring up the computer-controlled competition's level of play, you can change the difficulty level to the Professional or World Class setting. Then get ready for a competitive match!

MOVE THE BALL

The training video, available under the Inside EA Sports option in the Main Menu, focuses on the game's updated passing system. The single most important skill required for soccer success is the ability bring the ball upfield and set it up for a shot on goal. Precise aiming and power are key.

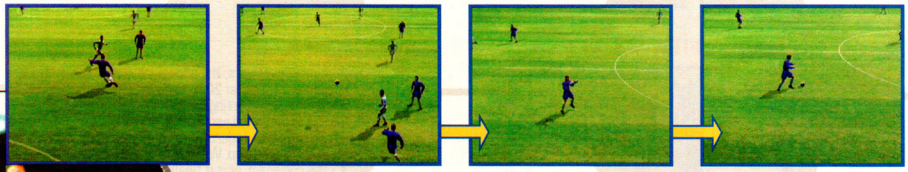
Principles of the Push Pass

Teams that play a skillful possession-style game, like the Brazilian squad, know the importance of accurate push passes. You can move the ball upfield with deliberate precision by aiming for the closest receivers and tapping the A Button for short, sharp passes. By the time you reach the area around the opposing goal, your forwards will be set up for a shot.



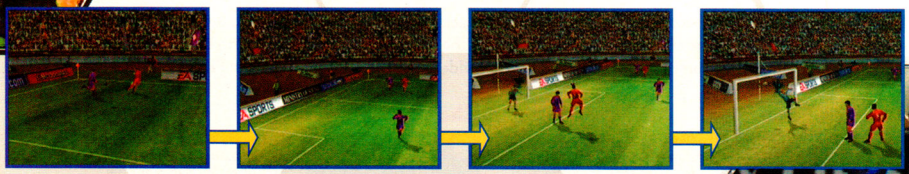
Drive Forward with Lobs

The English team, and other squads from Northern Europe, kick the ball upfield with strong lobs and put together offensive strikes on the fly. Aim for a faraway receiver, press and hold the B Button to build up strength, then release B to send the ball up and over. If you're quick, you'll stand a chance of catching the opposing team's defense off guard.



Cross Up the Competition

When you bring the ball up one side of the field, you'll want to get it centered before you take a shot. A medium-strength lob is an effective crossing pass. Aim for a forward with a clear path to the goal and kick the ball so that it is on the way down as it reaches the receiver. He may be able to hit it in with a header.

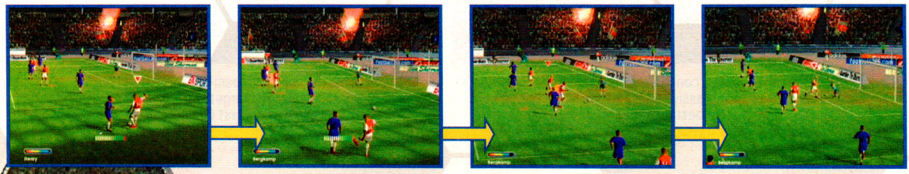


Break on Through

In areas where defensive coverage is thick, you'll need effective use of the through pass to break to the goal. After you identify a receiver, use the Control Stick to single out the player and press the Z Button to make him dart forward. Aim for the area ahead of the receiver and send out a push pass or lob.

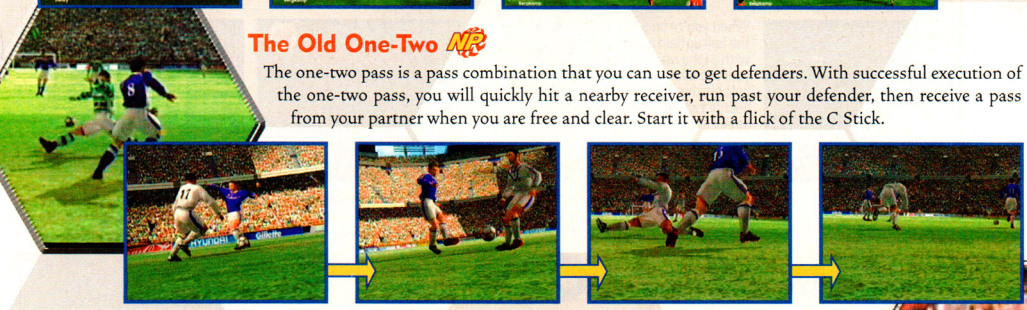
Spin Control

The new ultraprecise take on passing in FIFA Soccer 2002 gives you control over the spin of the ball, allowing you to curl your passes to the left or right. As you hold down the appropriate pass button, press the L or R Button. When you release the pass, the ball will take on a curved trajectory—a good way to surprise players on the opposing team.



The Old One-Two

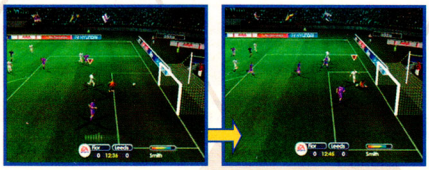
The one-two pass is a pass combination that you can use to get defenders. With successful execution of the one-two pass, you will quickly hit a nearby receiver, run past your defender, then receive a pass from your partner when you are free and clear. Start it with a flick of the C Stick.



SOCCER STRATEGY

The more you know about the controls and options in FIFA 2002, the better equipped you will be when taking on tough opponents. Among the most important skills to develop are precise passing and defensive maneuvering. Start with friendly matches to hone your skills, then begin your quest for the World Cup.

Dart Ahead



The Y Button allows you to sprint. Press and hold the button to break into a run. Tap it repeatedly for even faster bursts of speed. Sprinting does accelerate fatigue, so Use the feature sparingly.

Lead Your Receiver

When your making a break for the goal, it's important to aim your passes so that the receiver won't have to break his stride when he comes into contact with the ball. Aim ahead of your target.

Manage Your Men

When your players are running up and down the field a lot, fatigue comes into play. Be sure to watch fatigue levels and bring in fresh legs if your frontline players need a rest. Substitutions take place when the ball is out of play.

Skill-Based Specialties

Every player has skills in eight categories. When you develop a player in the Creation Center, the player's value will increase as you add points to each category. Strong skills in particular categories (Speed, Strength, Defense, Shooting) should determine which position the player takes on the field.

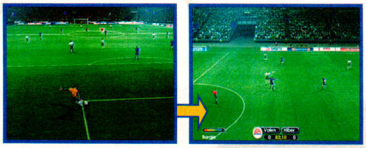
Situational Shift

You can change your team formation in the middle of a match. If you are ahead, you can protect your lead by taking on a defense-heavy formation. If you are behind, you can step up your level of aggression with a more forward-thinking formation.

Strong Tackle

You can execute a conservative tackle with a tap of the X Button or an aggressive sliding tackle by pressing the B Button. It's often better to throw a shoulder than to risk a foul by sweeping your target with a low blow.

Out-of-Bounds Interception

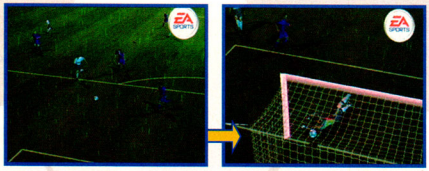


After the opposing team has thrown the ball in, wait for it to get close to the target and press the A Button to gain control over the closest defender. Move in and intercept.

Quick Kicking

When you're on a roll, you can bring the ball upfield and into the goal with a long string of volleys. When your receiver is about to trap the ball, hit the A, B or X Button with a double tap to kick it again with speed and power.

Shoot to Score



FIFA 2002 is very realistic in its approach to shots on goal. There is no artificial assistance that puts the ball into the goal. You must aim your shot effectively to put the ball between the posts.

BOOKED AND BOOTED

If you're too aggressive, you will commit fouls. Unless you are in a desperate situation, there is no need to risk the chance of a free kick or the benching of one of your players. Try to set up your defense so you'll always have defenders close to your goal and don't put yourself in a situation that requires a foul risk.

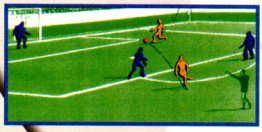
The Tables Turn

If you are caught putting a questionable move on the opposition, the referees will make you pay. A Yellow Card is a warning. A Red Card is an ejection. Most fouls warrant a free kick.

Risky Maneuver

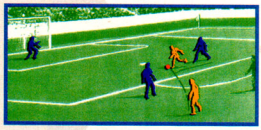
While the use of slide tackles can be an effective way to take control over the ball, they can also lead to a foul—especially slide tackles from behind.

Avoid Offsides



If you put your forwards too close to the goal before they have possession, they may get called offsides. Be careful to time your attacks so that you don't give up the ball with an easily avoidable mistake.

Play It Straight



Your players will be called offsides if they are past defenders and are near the opposing goal without the ball in front of them. Play your possession so that your final sweep into the goal goes by the rules.

IT'S A KICK!

Ultrasmooth play control, lots of game play options and strict adherence to the tournament system and FIFA World Cup Qualification rules make FIFA Soccer 2002 a must-have for both casual soccer fans and sweater-wearing, slogan-chanting enthusiasts. Plug it in and go for the goooooaaaal!!!

UNTAME THE BEAST WITHIN

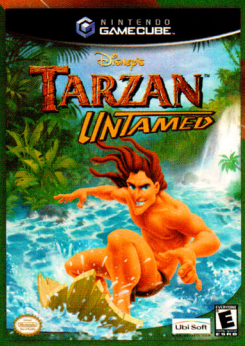
Bungee jump.

Water ski.

Surf.

Power-slide.

Get untamed.



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Mild Violence

Disney Interactive

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TEEN T Mild Violence
CONTENT RATED BY ESRB

©2001 Kemco

Rub elbows with box-office biggies including E.T., Jaws and Jurassic dinos as Kemco gives movie buffs the star treatment with a silver-screen theme-park extravaganza.

Seeing Stars

Lights! Camera! And, most of all, *action*—it's the star attraction of Universal Studios Theme Parks Adventure. A thumbs-up game for film fans and beginning players, Kemco's tour isn't just a walk in the theme park—it's a Hollywood hodgepodge of movie-based minigames inspired by blockbusters such as *E.T. the Extra-Terrestrial, Back to the Future* and *Jurassic Park.*

Park and Ride

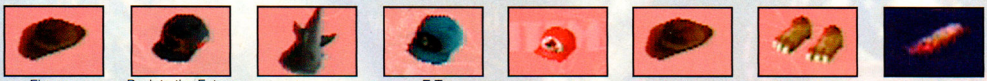
Points are your tickets into the various attractions. Score points by collecting letter tiles, throwing away litter, playing games, shaking hands with costumed characters and helping a tourist find her cell phone.

Collecting Tiles and Trash

The object of the game is to win a stamp for every event on your card. You can win a stamp for each attraction you complete, and you can earn a seventh stamp when you collect all the Letter Tiles to spell "Universal Studios." You'll win 100 points per letter, and you can rake in additional points by picking up litter and dropping it in a trash can.

Adventure Caps

The popular attractions have long lines, but you can gain instant admission to a ride if you're wearing the appropriate hat. Cash in your points to buy a cap from Woody Woodpecker at the park entrance. You can also zip through the park more quickly by wearing T-Rex Shoes or riding the Hover Board. Press the Z Button to wear a cap or use an item.

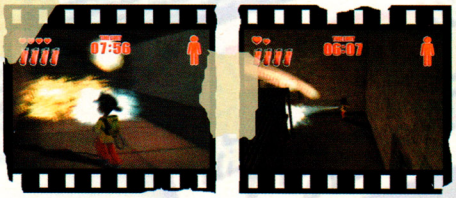


Fireman 3,500 points | Back to the Future 2,500 points | Jaws 2,000 points | E.T. 1,500 points | Jurassic Park 3,000 points | Cowboy 2,000 points | T-Rex Shoes 6,000 points | Hover Board 40,000 points

BACKDRAFT

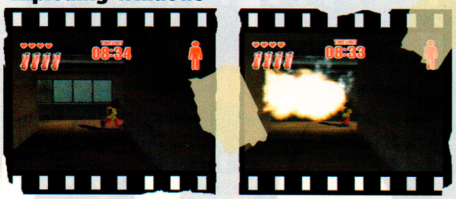
If you can't stand the heat, get out of the attraction—because the Backdraft minigame is based on 1991's sizzling firefighter flick. Blazing with red-hot action, the attraction thrusts you into a burning building and arms you with a hose. Extinguish flames so you can reach the trapped citizens. To win a stamp, you must rescue all of the people before the 15-minute time limit expires.

Fighting Fires



Press the A Button to spray your hose and hit R to adjust the nozzle. Aim for the base of the fire and soak the area for a second or two to snuff out the flames. Some fires spew fireballs, so put out those flames first.

Exploding Windows



Beware of windows. Shortly after you walk by one, it will crack and a fiery explosion will blast through the glass. Whenever you approach a window, duck away from the danger by hitting the X Button.

Hot Stuff

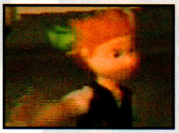
Keep your hose on the fire and keep an eye out for special items strewn about the towering inferno. When you've extinguished the surrounding flames, walk up to an item to collect it.

Heart

The hearts in the top-left corner of the screen represent your health. Every time you touch the fire, you'll lose health, so grab the heart power-ups to boost your flame resistance.

Fire Extinguisher

If you find a fire extinguisher, you can hit B to spray it. A fire extinguisher snuffs flames faster than your hose, and you'll want to use it when you're riding the conveyor belt headed for the inferno and in the final fireball-filled room.



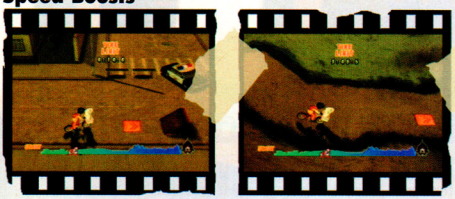
Trapped People

You must rescue all of the trapped people to complete the minigame. Whenever a citizen in distress is nearby, "Help!" will appear beside the person icon in the top-right corner of the screen.

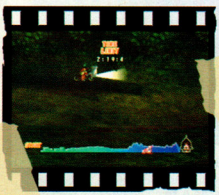
E.T. ADVENTURE

Just in time for the 20th anniversary rerelease of Steven Spielberg's classic boy-meets-alien tearjerker, Universal Studios Theme Parks Adventure lets you experience the magic of the film's famous bicycle ride. With E.T. in your basket, you have four minutes to pedal the alien across town so he can rendezvous with his spaceship.

Speed Boosts



The arrows on the ground are speed boosts. Ride over them to get some extra pedal power, and use the boost whenever you need to zip over a ramp or car. While in midair, gently tap Left or Right on the Control Stick to adjust the angle of your bike so you can make a smooth landing.



Hoooome. Hoooome.

After you ride across the sky with the full moon glowing behind you, you'll touch down in the woods. Murky water floods much of the forest trail, so you'll have to ride across log bridges to stay dry. Steadily pedal across the logs to avoid veering into the mud. After crossing several mud patches, you'll reach E.T.'s spaceship.

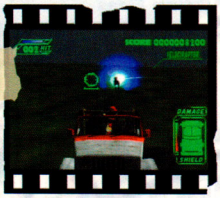
JURASSIC PARK

At the theme park within a theme park, you'll ride in a car that's being pursued by velociraptors, T-rexes, pteranodons and other Jurassic predators. Blast dinos and press the appropriate combo of L and R whenever your driver tells you to hold on.

Point and Shoot

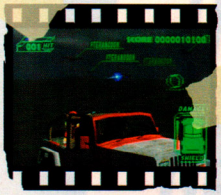
A hungry T-rex is the first dinosaur that will spot you. As it chases you, man the laser cannon mounted on the back of the car. Target the pursuing dinosaur and rapidly fire away to make it extinct.

Velociraptors



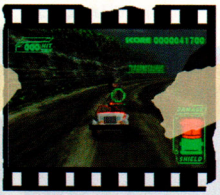
The velociraptors are your main enemies. If you don't blast them, they'll jump onto your car and damage it. Lock on to the dinos by pressing and holding A while they're in your sights. Release A to fire.

Pteranodons



You score bonus points for every hit you land using the lock-on mechanism, so use the feature often. The flying pteranodons are perfect candidates for the lock-on function, and you can target multiple pteranodons by pressing and holding A while moving your sights across the sky.

T-Rex

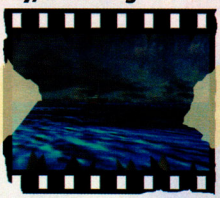


The final enemy is a T-rex, and it's much tougher than the first one you encountered. Manually target the dinosaur and fire continuously. When it gets close, fire away at its weak spot—a red arrow will point to it on-screen. If you don't hit the weak spot, the T-rex will chomp your car.

JAWS

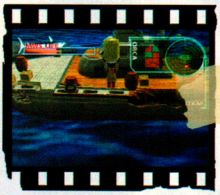
Just when you thought it was safe to go back into the water, a great white shark rears its big-mouthed head to terrorize the deep-blue sea. The second minigame based on a Spielberg blockbuster sends you out to sea to battle Jaws. Fend off the shark's attacks by throwing barrels and crates at it when it surfaces.

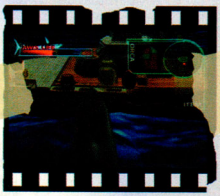
My, What Big Teeth You Have!



Use your radar to track the shark's location. The red dot on the radar is Jaws, so station yourself wherever the shark is headed. Press A to grab a crate or barrel, then hit A again to chuck it at Jaws when it emerges.

This Time, It's Personal



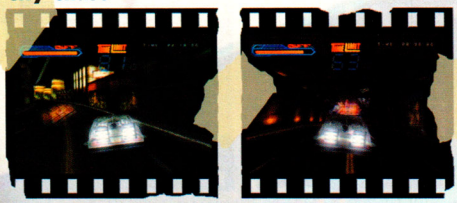


Jaws will take a bite out of your boat unless you hit the shark with an object. After seven shark bites, your boat will sink. If Jaws chomps part of your boat and you fall overboard, rapidly tap A to climb back on deck. You'll earn the prized red stamp if your boat emerges unscathed.

BACK TO THE FUTURE

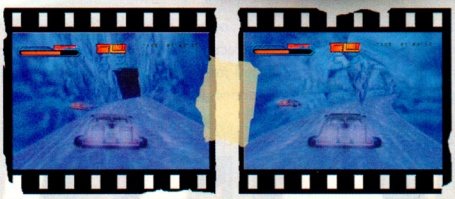
History does in fact repeat itself, and you can relive the fun of *Back to the Future Part II* by hopping into a souped-up, time-traveling DeLorean. Big bully Biff has stolen a flying car just like yours, and it's your job to chase him down and make sure that he doesn't escape through time.

City Chase



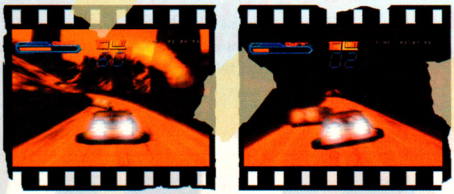
The chase begins in the future, and Biff will have the jump on you. Hit A to accelerate and ram Biff whenever you catch up to him. Defeat the big lug by depleting his meter, which appears in the top-left corner.

Ice Age



When you reach the city's clock tower, you'll warp to an icy raceway. Keep up your speed by pressing L or R to veer away from the sidewalls. Continue to ram Biff, and swerve away from the stalactites or you'll fall behind in the race.

Hot Times

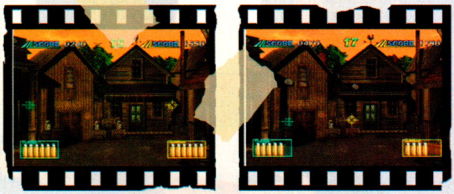


The final area is the volcanic speedway. If you don't disable Biff's DeLorean before time runs out, you'll lose. Stay in the center of the track and slow down to round corners so you don't scrape the shoulder.

WILD WILD WILD WEST

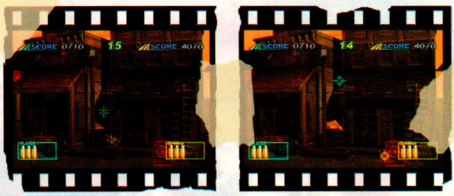
In the rootin'-tootin' cowboy attraction, you'll play a three-round target shoot-out against a rival gunslinger. This town's not big enough for the two of you, so you'll have to outshoot your opponent or you'll be left high and dry at high noon.

Trigger Happiness



Use the L or R Button to shoot and press the A Button to reload your gun. Make a point of reloading after every few shots so you don't run out of ammo at a crucial moment.

Quick Draw



Some targets, such as cans, are always out in the open. Most targets, though, pop up and disappear after a few seconds. Go for the fleeting targets first. Blast red bull's-eyes, cowboy silhouettes and balloons for points.

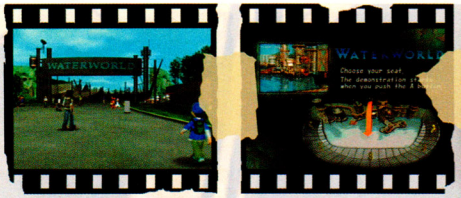
Bonus Targets

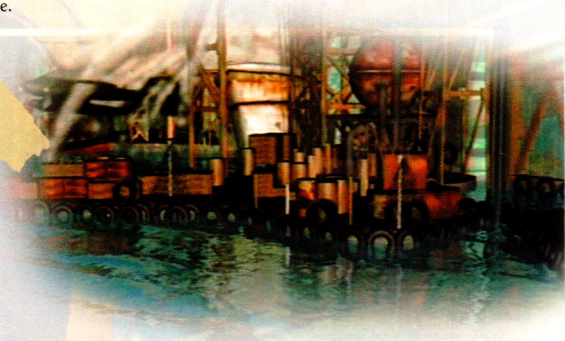
The shoot-out is one of the game's few two-player competitions. You and a friend can compete at the same time in Attraction Mode. In the normal Adventure Mode, you'll compete against a cowboy. Either way, you can beat the competition by blasting the high-scoring Bonus Targets.

WATERWORLD

In real life, one of the splashiest productions at Universal Studios is its WaterWorld stunt show. In the game version of the theme park, you can view the spectacle's climactic finale.

The Big Show



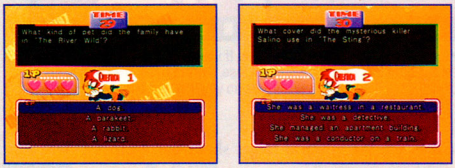


WaterWorld isn't an actual minigame. Instead of playing a challenge, you'll choose your seat in a theater and view the explosive plane-crash scene from the vantage point you've selected. You'll earn a stamp for viewing the production. You can watch the event only in the daytime, so visit the attraction early.

Other Games

Winnie Woodpecker hangs out down the road from the E.T. Adventure. If you talk to her, she'll let you play her movie trivia quiz. To win her quiz, you must answer 10 questions correctly, and you can miss no more than two questions. If you complete the test, you'll unlock two additional minigames: Concentration and Puzzle. All three games are available as two-player competitions in Attraction Mode.

Trivia Quiz

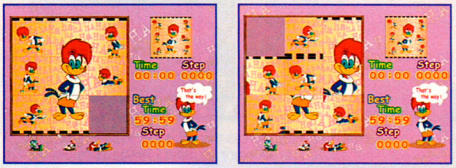


Brush up on every obscure detail of Universal's movies, because the Trivia Quiz will test your knowledge on the finer details of everything from Hitchcock to Spielberg and *Out of Africa* to *The Mummy*. You must answer 10 questions correctly. If you answer 10 in a row without missing a single question, you'll score a red Quiz Stamp.

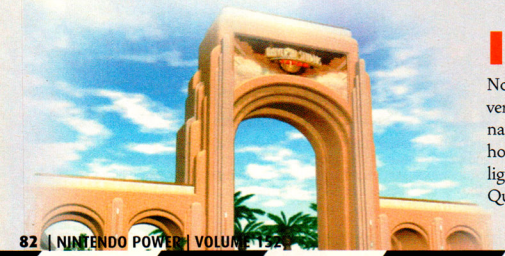
Concentration

Flip over two cards at a time to reveal a picture or letter. Every card has a matching card somewhere on the board. Try to flip over matching cards to eliminate them from the playing field. You'll win when you match all of the cards.

Puzzle



All of Winnie's minigames are easy ways to rack up points in Adventure Mode. In her Puzzle challenge, slide the shuffled-up tiles to form a picture. The puzzles come in three sizes: three-by-three, four-by-four and five-by-five. You're ranked by how quickly you can solve the puzzle.



It's a Wrap!

Not everyone can travel to Hollywood, Orlando, Japan or Spain to visit a Universal Studios theme park, but Kemco's virtual version of the vacation destination allows gamers to experience the movie magic without leaving their home. Gaming pros might want to stick with the real thing, though—the lighthearted action and simple challenges (except for the truly difficult Trivia Quiz) are more appropriate for beginning players.

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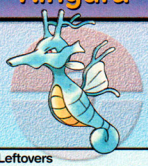
Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

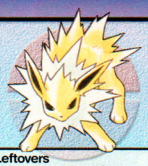
Donald Theriault, from Dartmouth, Nova Scotia, Canada, likes the trend of Internet Pokémon community folks getting their teams published in the Colosseum, and, frankly, so do we. It's wonderful to see such dedicated Trainers gathering together to talk Pokémon shop, and the excellent team results generally speak for themselves. Some of the members of Donald's team are pretty unusual for the Colosseum, which we also like. Donald uses plenty of excellent combos and good move sets to round out his team.

Kingdra



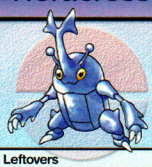
Item	Leftovers
Surf	Ice Beam
Dragonbreath	Attract

Jolteon



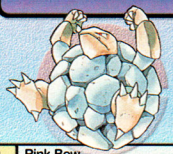
Item	Leftovers
Thunder Wave	Thunderbolt
Substitute	Attract

Heracross



Item	Leftovers
Curse	Counter
Earthquake	Megahorn

Golem



Item	Pink Bow
Curse	Explosion
Earthquake	Rock Slide

Alakazam

Item	Miracleberry
Psychic	Fire Punch
Reflect	Recover

Granbull

Item	Burnt Berry
Heal Bell	Roar
Return	Shadow Ball

Two of Donald's team members use Attract. One is male, the other female. Donald points out that some might think it a little unusual to place Attract on a male Kingdra, but Donald has noticed lots of annoying Blissey and Miltank on teams he's encountered, and those always-female Pokémon will respond to Kingdra's Attract. Donald combines the Attract on his female Jolteon with Thunder Wave. If Attract doesn't stop Jolteon's male enemies from attacking, Thunder Wave might paralyze them. When the opponents aren't attacking, Donald uses Substitute, then lets Leftovers replenish Jolteon's HP.

Donald's Granbull holds a Burnt Berry, which, Donald acknowledges, seems a little strange. However, Donald's battling experience tells him that for whatever reason, his Granbull is often frozen solid, so he uses the Burnt Berry to prepare for that eventuality.

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EPIC CENTER

Like a healer's touch after a fierce battle, Epic Center has returned to ease the struggles of RPG and strategy gamers everywhere. Epic Center first appeared in Volume 70 of NP and ran sporadically for the next few years. But a renewed interest in RPG and strategy titles—and two new Nintendo systems on which to play them—convinced us that it was time to bring back a column dedicated to gamers who love the genres. Each month we'll bring you the latest news on hot titles from around the world, as well as previews, overviews and tactics for everything from Golden Sun to Advance Wars. We've also added an e-mail address so we can print Epic Center-related questions and comments. So take up your armor, ready your weapon and prepare to enter a new era of gaming coverage.

EPIC NEWS

We Need a Vacation

Magical Vacation is the latest GBA RPG to hit Japan. The game focuses on a group of students who attend a school for magic users. Unfortunately, the students have been kidnapped and transported to a strange new land—which means that you must guide them through a vast world of monsters and magic as you try to find a way home. Magical Vacation is being touted as a "Communication RPG," where speaking and reasoning with other characters is vital to the success of your mission. The game also makes extensive use of the Game Link Cable, and cooperation with other human players comprises much of the game's strategy. The developer (Brownie Brown, a newer software house composed mostly of former Square Soft designers) has nicknamed the game's complex communication system Amigo and promises it will let players enjoy a unique gaming experience. As you customize spells and party members using the Amigo system, the different choices create a new and distinctive adventure each time you play. Magical Vacation is due to be released in Japan on December 7. At this time, there are no plans to release it in other countries.

DBZ Is an RPG!

The word from Infogrames is that the new Dragon Ball Z GBA title, The Legacy of Goku, will be an action-RPG. The game is currently slated for a March release in North America. Look for our special Legacy of Goku Epic Preview in the next month or two.

The Gate Has Opened

Destination Software has announced plans to bring a number of games to the GBA within the next year. Foremost among them is a port of the classic PC title Baldur's Gate II: Dark Alliance, which is expected to arrive in North America sometime in the third quarter of 2002. We'll have more info as soon as it becomes available.

EPIC OVERVIEW

MECH PLATOON

Following in the footsteps of Warlocked and Starcraft 64, Kemco's Mech Platoon is the first real-time strategy game for the GBA. The premise is simple: Choose from three armies—Leon, Minos or Trampler, each with a different set of strengths, weaknesses and objectives—and fight to rule the universe. You must build mechs, harvest resources, construct facilities, salvage scrap and use careful planning and cunning to defeat your enemies. We've designed a basic guide to strategy, units and facilities on the following pages.

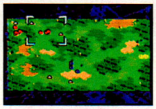
CONTROL YOUR FORCES

Stay Together

Select a unit by moving the cursor over it and pressing the A Button. Group units together by holding down A and dragging a box over the units you wish to control. You can command up to 30 units at a time.

A Bird's-Eye View

Press the Select Button to bring up a map of the surrounding area. The map displays your units and facilities, enemy units and facilities and locations of natural resources.



Moving Minutia

Mechs aren't all that bright, and they'll often get trapped behind rocks, rivers or even other units. Be sure to space out your facilities, because having too many mechs in one place will result in a traffic jam. Use the L and R Buttons to jump between units quickly. And finally, order your units to move in short bursts so they don't become bogged down.

If you order your units to move across long distances, they'll often become trapped behind an obstacle. If you move a group of mechs a little bit at a time, they're more likely to stick together.

MAKE A MECH

There are two types of mech units in the game: Labor and Combat. Labor Units are produced at your Base and cannot be upgraded. Combat Units are built at Factories and can undergo numerous upgrades. There are 42 different Combat Mechs in the game, but you must salvage scrap from the battlefield in order to build them all.

Labor Units

Labor Units can build and repair facilities, harvest natural resources and salvage scrap. Scrap comes from wrecked enemy mechs and consists of new bodies, arms and legs. There are 46 individual mech parts that you can collect. Scrap metal decays quickly, so pick it up it as soon as possible.

Combat Mechs

Some mechs enjoy close combat, while others prefer long-range attacks. All mechs have ratings in four categories: Attack Power (AT), Defensive Power (DT), Move Skills (SP) and Attack Range (RA).

NATURAL RESOURCES

Most missions rely heavily on resource management. It's essential to collect as many natural resources as fast as you can—otherwise you can't build anything. There are three different resources: Material Rock, Energy Sand and Laser Crystal.

Material Rock

Material Rock, or MR, is the main element in most Combat Mechs. Its distinctive purple color and large, shiny crystals make it instantly recognizable. It is the most plentiful of the three resources.

Energy Sand

You'll need plenty of pink Energy Sand to construct your facilities, as it is the only way to make Factories, Warehouses and Laboratories, among others.

Laser Crystal

The rarest of all natural resources, Laser Crystal is used to construct specialized combat units and structures. The bright blue crystals are often required to build the best and most powerful types of mechs.

FACILITY FUNCTIONS

You can build seven different facilities in Mech Platoon. Use the map below to see what they look like on-screen, then check the callout for detailed information on each facility—including how much it costs, how much damage it can take and other special information that you'll need to know. Some facilities can be constructed right off the bat, but others require you to earn an increased Build, Military or Technology skill level first. You can raise skill levels at the Base Camp.

Base Camp

COST: 100 ES

HP: 500

SPECIAL REQUIREMENTS:
None

PRODUCTION CAPACITY:
The Base Camp is the only facility that can produce Labor Units. It can also upgrade your Military, Technology and Build skill levels. All skills start out at level 1, but you can increase them to level 3 given enough time and resources.

DETAILS:
You must build a Base Camp before you can construct any other facilities, although some missions don't allow you to build anything at all—including a Base Camp. Your game will end if it's destroyed, so guard it well.

Factory

COST: 100 ES

HP: 220

SPECIAL REQUIREMENTS:
You must have a Base Camp.

PRODUCTION CAPACITY:
Factories produce Combat Mechs, but they are limited to one of the eight units that you select at the beginning of the mission. You can change your available Combat Mechs in the Form Unit menu.

DETAILS:
Construct your factory close to the Base Camp so you can build defenders quickly, if needed. Leave plenty of room around the factory so newly built mechs don't block the movements of your other units.

Recycle Facility

COST: 60 ES

HP: 165

SPECIAL REQUIREMENTS:
You must have a Base Camp and a Build skill of level 2 or higher.

PRODUCTION CAPACITY:
The Recycle Facility lets you convert MR into ES (cost: 100 MR), ES to LC (cost: 100 ES) or MR to LC (cost: 200 MR). You can also raise your recycle rate for 50 MR or raise your repair ability for 60 MR.

DETAILS:
Raise your recycle rate before you do any recycling. It's not necessary to raise your repair ability unless you're playing against a human opponent who enjoys attacking your facilities.

Warehouse

COST: 80 ES

HP: 110

SPECIAL REQUIREMENTS:
You must have a Base Camp.

PRODUCTION CAPACITY:
You can raise your mining capacity at the Warehouse. It costs 75 of whatever resource you're increasing to do so. You can also store natural resources in the Warehouse.

DETAILS:
Raise your mining efficiency for each resource as quickly as possible. Build Warehouses near resources that are located far from your Base Camp. There is no limit to the number of Warehouses you can construct.

Laboratory

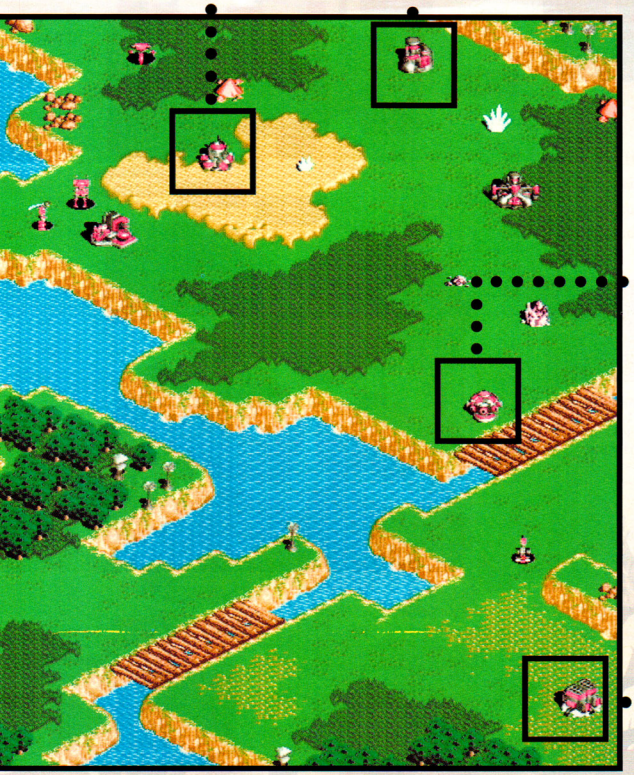
COST: 120 ES

HP: 165

SPECIAL REQUIREMENTS:
You must have a Base Camp.

PRODUCTION CAPACITY:
The Laboratory lets you invent better parts for your mechs as well as upgrade already completed mechs. You can also raise your construction rate for 60 MR and lower construction costs for 45 MR.

DETAILS:
The lowered construction cost is a steal at 45 MR. It's time-consuming to upgrade mechs part by part, but if you can upgrade a completed mech it will often turn the tide of battle.



Laser Base

COST: 80 ES, 60 LC

HP: 180

SPECIAL REQUIREMENTS:
You must have a Base Camp. Military and Technology skills must be at level 2 or higher.

PRODUCTION CAPACITY:
Laser Bases fire high-powered beams at any enemy within range, so they're a great way to defend a Base Camp. You can raise a Laser Base's accuracy and attack powers for 60 MR each.

DETAILS:
Use the Laser Base in missions where you must stop foes from reaching a Target Point. Simply build a Laser Base at the Target Point and watch it cut the enemy to ribbons while it tries to escape.

Armory

COST: 500 MR, 300 LC

HP: 900

SPECIAL REQUIREMENTS:
You must have a Base Camp. Build, Technology and Military skills must be at level 3.

PRODUCTION CAPACITY:
Once built, the Armory begins a 60-second countdown. When the timer reaches zero a barrage of missiles is fired at your enemy's Base Camp, destroying it in seconds.

DETAILS:
The Armory is the most powerful weapon in the game, but it's very expensive and takes a long time to build. It's not feasible for most solo missions, but it's often the coup de grace in Multiplayer Mode.

EPIC OVERVIEW

BREATH OF FIRE

Dragons! Magic! Lots of fishing! Capcom's Breath of Fire has it all. An epic RPG from the days of the Super NES, the game went on to spawn a number of sequels and helped establish the genre as a force to be reckoned with. But players who overlooked the original can now enjoy a portable Breath of Fire on the GBA. Join us as we take you through the initial stages of Ryu's quest to destroy the Dark Dragons.

DARKNESS FALLS

The game opens with our blue-haired hero, Ryu, being roused from his slumber. The Dark Dragons, led by the terrifying and powerful wizard Zog, have invaded and set fire to his town in an effort to wipe out the Light Dragon Clan. Before you can fight back, a young woman named Sara will turn the townspeople to stone and fight the Dark Dragons herself.

TO CAMLON CASTLE

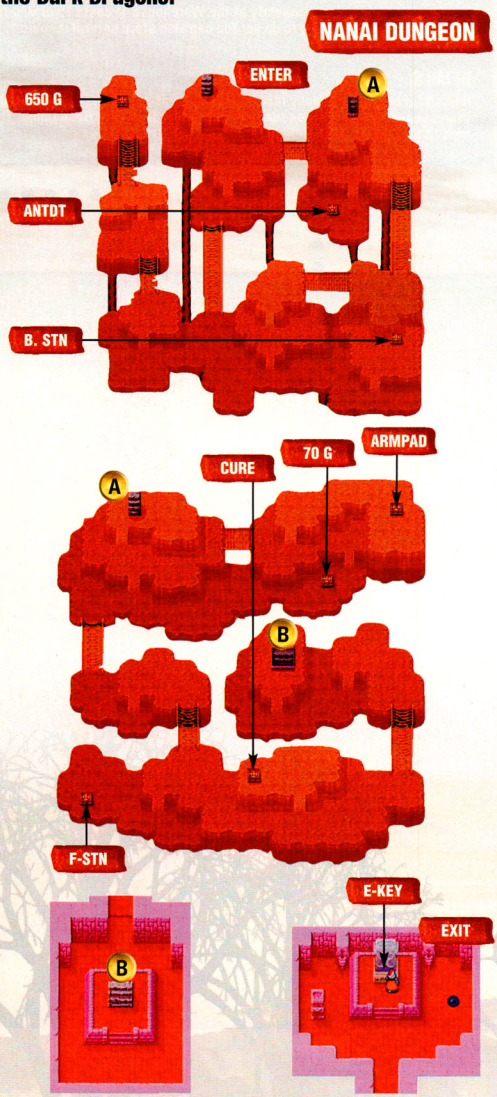
After the stone spell wears off, buy a SuedeCP and Herbs at the local shops. Leave your hometown and walk northeast until you reach the town of Camlon. Monsters have invaded the castle and made it uninhabitable. Clear the castle of critters before continuing on your way.

Breath of Fire uses random monster encounters, which means you can't avoid fights by avoiding enemies. The monsters in Camlon Castle aren't tough, but the final boss, a large frog, is a bit tricky. If you are injured, use Herbs to heal yourself or drink from a nearby fountain—fountains restore both HP and AP.

NANAI DUNGEON

After beating the frog, walk north to a bridge. Cross the bridge and walk south to find Nanai. Enter the town at night and sneak past the sleeping guards, then head for the dungeon at the center of town. Pick up an IronRP from the weapons shop before entering the dungeon. Ryu can't use the weapon, but it will come in handy for the next member of your party.

If it's not yet nighttime, stand in one place until the sun goes down. Some guards are still awake, so you'll have to take a roundabout route to avoid them. Save your game at the Dragon Shrine near the entrance.

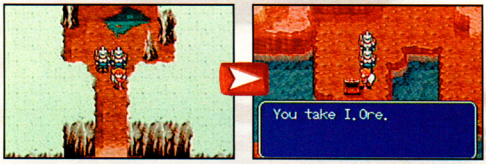


THE TOWN OF WINLAN

Head to the town of Winlan after clearing Nanai Dungeon. The king of Winlan has been poisoned by Zog, and the prognosis isn't good. As soon as you ask for the king, you'll be taken to a antechamber and given a cozy bed. While Ryu slumbers, you'll control the king's daughter, Nina. Give her the IronRP that Ryu purchased in Nanai (weapons and items automatically transfer from one character to the other) and head west to Aura Cave.

AURA CAVE

Inside Aura Cave you'll meet a pair of guards who insist on joining the party. Let them come along, then work your way to the exit. Make sure that you get the I.Ore before you exit the cave.



Don't bother purchasing armor or weapons for the guards—they won't be around for long. The most dangerous enemies in Aura Cave are floating purple heads called Glooms. Take them out first, then eliminate any other foes.

ON THE ROAD AGAIN

After exiting Aura Cave, walk west to the town of Romero. Stock up on necessary items, then strike out west for Karma Tower. There you will find a Remedy that can cure the ailing king.

Watch for spiders in the woods! They'll poison your party in an instant. Many monsters in the woods use poison, so bring along a few Antidotes. Nina can also use magic to heal party members and remove any abnormal status.

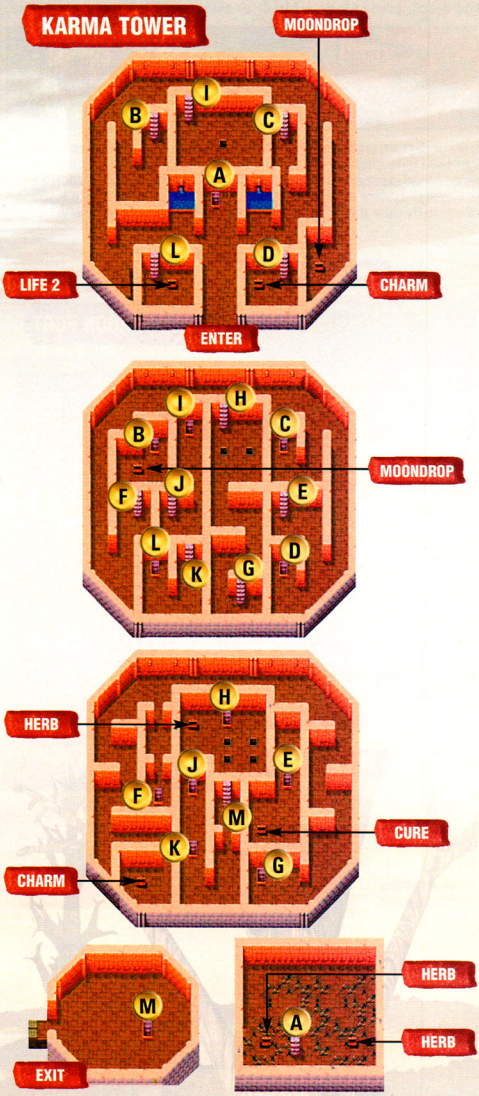
KARMA TOWER

Karma Tower is crawling with monsters—you'll have to fight literally every three or four steps. Return to the fountains as necessary to revive your party. Once you reach the top of the castle, step on the discolored tile—it will extend a bridge that leads to the other half of the tower.

The tower's two minibosses, Morte and Mortea, are a tough duo. Have Nina cast the Atk-Up spell on the other party members during her first two turns, then attack with the soldiers while Nina casts healing spells.

WALLOP A WIZARD

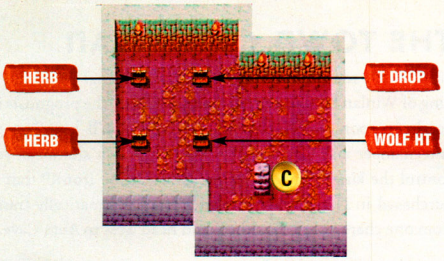
After Nina is captured by the tower's boss, a fierce wizard, Ryu must come to the rescue. Grab the Foil in the left-hand corner of the wizard's lair, then attack the baddie with everything you've got. Heal yourself with an Herb any time your HP drops below 30.

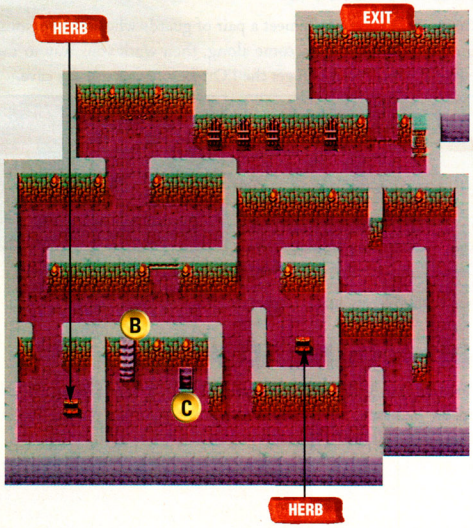


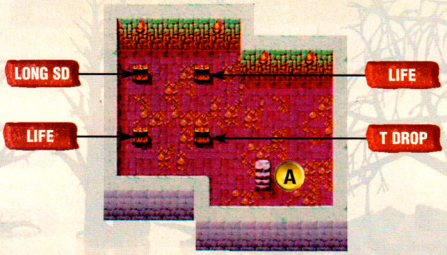
SAWING LOGS

Use the tunnel under Winlan Castle and cross the bridge, then walk east until you find the town of Tantar. Go to the purple house and give the blacksmith inside your I.Ore—which he will turn into a saw—then use the saw to enter the forest north of town. Fight your way through the forest in a northeast direction until you reach the Dark Dragon Fort. The fort is littered with traps that will drop you to the basement and force you to retrace your steps. Bring along a Mrbl3 or two if you don't want to brawl.

To reach the fort, enter the forest, head north as far as you can then take right-hand forks until you encounter a square building. The forest is a good place to build experience quickly, but be ready to use plenty of Antidotes and Heal spells—spiders and other poisonous creatures are everywhere. If you successfully clear the fort, a new friend named Bo will join your party.







IN GENERAL

The boss of the fort is a man called the General who pretends to be a local village chief. Have your new teammate, Bo, cast his Flame spell while Nina and Ryu attack with physical weapons. Like many bosses, the General continues fighting even after his HP is gone, so be ready.

EMAIL US

If you have questions or comments about anything RPG- or strategy-related, this is your forum. We're especially interested in what you think of the new column and what you'd like to see from Epic Center in the future.

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LUCASARTS ENTERTAINMENT COMPANY PRESENTS

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TEEN T CONTENT RATED BY ESRB — Mild Violence

JEDI MASTERS

In a story tweak that grants the game even higher hip factor, Mace Windu from the High Council joins Obi-Wan and Qui-Gon Jinn during the Battle for Naboo. The major difference: what each one's Force attack unleashes.

QUI-GON JINN

The maverick Jedi could have been a contender for the High Council, but fortunately he does things his own way and has a unique Force attack that emanates waves of energy.

OBI-WAN

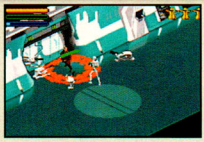
Though technically still an apprentice to Qui-Gon until the game is over, Obi-Wan nonetheless has perfected a devastating Force attack that delivers multiple lightsaber lunges.

MACE WINDU

A High Council member who doesn't mind getting his hands dirty, this Jedi Master has a particularly intense Force attack, which slices and dices with a spinning lightsaber.

After jumping, the Jedi can semilevitate with a Double Force Jump. That extra press of the A Button helps you leap twice as far and survive long falls. If you fall before you jump, you won't get the boost.

Master the Jumping Saber Spike—you'll take far less damage than with standard close combat. As your foe closes in, leap up and quickly press the B Button for the higher-damage strike.



Save your Force attacks for dire circumstances, such as when masses of enemies are closing in or when facing a boss with a range attack. Force Power is limited, so use it sparingly.

You can turn your defensive saber stance against incoming projectiles into an aggressive bounce-back deflection if you defend at the last moment—if you're too early, it will ricochet randomly.

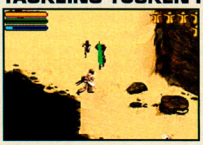
ENEMIES

During the Battle for Naboo, you'll be either battling the Trade Federation's single-minded attack droids or fighting the local population when you're on the run, and you know what makes those vermin tick.

DISMANTLING BATTLE DROIDS

It's easy enough to fight a single droid, but they do their best work in groups, encircling for hand-to-hand combat. When swarmed, whittle them down with Jumping Saber Spikes, which are effective at close range.

TACKLING TUSKEN RAIDERS



Though they don't have laser power, the Tusken Raiders on Tatooine have a long polearm attack, which is a fierce match for standard saberplay. Leap over their frontal attack and plunge down with a Jumping Saber Strike.

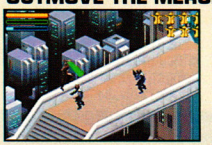
SWATTING LASER DROIDS

They're not terribly fast, but the annoying droids fly through the air, seemingly out of your lightsaber's strike range. Their mistake. Use your saber's deflection power at the last second to volley their lasers back at them.

SURVIVING DESTROYER DROIDS

Destroyer droids will tear you up in close combat. Stay far away when facing a single droid and volley its laser fire back. With a group, move in close and maintain your defense. The random sprayback will reduce their numbers.

OUTMOVE THE MERCENARIES



Equipped with heavy blaster power, the thugs on Coruscant will do everything possible to blow or kick you off its ramps. Stay centered and keep above their shots with repeat Double Force Jumps until the time's right to use a Jumping Saber Strike.

FORCE OF GRAVITY

All the best scenes in *Star Wars* movies seem to involve villains plunging to their ruin. Here you'll have your own fair share of falls to avoid. Use your Double Force Jump to maneuver while tracking your free fall with your shadow.

ITEMS

Power-ups are few and far between, so learning not to rely on the boosts to sustain yourself in basic combat is paramount. When you do find the power-ups, you'll need them for the toughest combat and bosses.

HEALTH POWER-UP

No cure-all here: Rare health orbs will restore only a portion of your Life Meter.

BLADE AMPLIFIER

An energizing boost will make your lightsaber flash with greater power for a short time.

EXTRA LIFE

Golden life icons will grant an additional life. Some are found on out-of-the way paths.

FORCE POWER

Fuel for your Force attack, the Force power-ups will fill a little of your Force Meter.

ULTIMATE POWER-UP

The two-pronged power-up will provide a boost to both your health and Force Meter.

RANDOMIZER

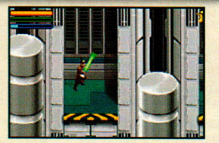
The Randomizer power-up is a wild card: Your Life or Force Meter may get a boost or be siphoned.

TRADE FEDERATION SHIP

After diplomacy with the Trade Federation fails, you must escape its starship, which is crawling with battle droids and structured with nosebleed heights that will demand quick mastery of your jumping abilities.

If you learn the Double Force Jump quickly, there's no need to navigate the treacherously thin walkways to reach the narrower yellow jump path. Just double-jump from walkway to walkway.

It's worth the detour while crossing the walkways: You'll need to put yourself in a battle droid's firing range, but go out on a limb and nab the Health Power-up and Extra Life.



When jumping, there's such a thing as falling too far, even when landing below. Time your leaps—onto and off—of the massive pistons so that you never fall too far.

FED FIGHTER

After the ship announces its one-two strike with a first burst of laser fire, deflect its second round back. Repeat several times for explosive results.

SWAMPS OF NABOO

The battle droids stay on your trail even when you crash the planetary surface of Naboo. As you struggle to reach the palace via the murky swamps, the relentless machines attack in even higher numbers. And with a feisty tribal Gungan at the far end of the swamp, you'll have even more cause to perfect your Jumping Saber Strike.

Though you'll deplete your saber's defensive energy by deflecting laser fire, you can deflect battle droid kicking all day long. So let them swarm in, then take out the crowd with a few Jumping Saber Spikes.

Keep a close eye on your shadow as you leap up the odd tree growths to escape the swamp floor. The darkness makes it difficult to track where you're going to land, so use your Double Force Jumps carefully.

As soon as you reach the swamp chasms, battle droids will fire upon you in midjump, which can throw your landing spot way out of whack. Before you leap, eliminate them by saber-deflecting their laser fire.

MURKY MATCH

Before you can escape the swamp, you must survive an encounter with a territorial Gungan, who will slink off to his tribe after you leap over his spear thrusts and deliver a few Saber Strikes.

CITY OF THEED

The Trade Federation has occupied Theed with its battle droids and ferocious destroyer droids. You must rescue five handmaidens from their inhuman clutches as you race closer to the palace. Don't waste your Force Power on droids; save it for the level boss. You'll have plenty of chances to catch the droids in their own cross fire.

No need to worry about handmaidens getting sniped off in group battles. They'll survive any street battles, so lure their captors into a corner, put up your defenses and watch the droids pick each other off.

With scorpionlike skill, the destroyer droids can lash out multiple times in close combat, so stay at a healthy distance and deflect their frenzied laser shots back at them with well-timed lightsaber blocks.

When you reach the white inner-city walls, scale them all with Double Force Jumps. If a droid lurks on the platform above you, be ready to pop up again upon landing to deliver a quick Jumping Saber Strike.

TURRET DROID

The well-armored turret droid spits out electric tendrils and explosive pods, so race under its head and release as many Force attacks as possible, then finish the job with Jumping Saber Spikes.

THEED PALACE

You've finally reached the palace, where you must rescue Queen Amidala from her Trade Federation captors. She's hidden somewhere in the building, with an army of battle droids and defender droids scuttling throughout the hallways. There's not much room to outmaneuver them, so draw them into their own cross fire wherever possible.

You'll bump into more battle droids within the palace than anywhere else you've been, so don't forget that even a few Jumping Saber Spikes can work wonders on multiple droids crammed into close confines.

When you face two destroyer droids, squeeze between them and watch them blast each other. If your saber's defensive energy becomes depleted by their cross fire, bide your time with a few Double Force Jumps.

After you find Queen Amidala, she'll lead you toward her starship so you can escape the planet. She'll be safe from laser fire, but you'll need to knock down lots of droids that don't intend to let you follow.

GIANT PROBLEM

Two huge droids guard the Queen's starship. They're easy as long as the two don't tag-team you. Don't run from the first. Hack it to pieces with quick saberplay, then hunt down and fight the second one.

TATOOINE

During an emergency stopover on the Outer Rim world of Tatooine, you must fight Tusken Raiders and the harsh landscape of the desert planet itself. The Tusken Raiders don't carry firepower, but the level's lack of projectile attacks is more than made up for in its final scene when a blizzard of laser droids strikes fast.

They boast a frontal assault with a tough polearm, but the Tusken Raiders are slow and don't attack in advantageous numbers like the droids. Leap over their attacks and strike with Jumping Saber Spikes.

The chasms are wider than you've seen on other landscapes. You haven't had to push your skill with the Double Force Jump, but you'll need well-timed leaps to cross Tatooine's most hungry gaps.

You haven't come to a dead end on the desert floor when you reach the village. Return to the start of the huts and jump to the rooftops. Run along them until you discover a cliff ledge that leads onward.

HARSH STORM

A maelstrom of flying laser droids will fire upon you in a final canyon. Assume your defensive saber posture—their ricocheting lasers will thin their numbers until it's safe to attack one-on-one.

CORUSCANT

When you reach Coruscant, the galaxy's planetary center of government, heavily armed mercenaries will try to stop you from reaching the Jedi Temple. You'll be running along skybridges and scaling the surfaces of megalopolis structures, so eliminate the mercenaries whenever possible before making your way down the narrow paths.

The mercenaries deliver a strong boot and a powerful burst of firepower, both of which can blow you over the skybridge ledges. Stay above it all with Double Force Jumps, then deliver Jumping Saber Spikes.

Using the second burst of your Double Force Jumps will allow you to fall great distances to rooftops below. Land in the center of the roof, as mercenaries will try to shoot you off balance as you touch down.

You'll reach a tiny rooftop occupied by two mercenaries and one flying laser droid. Destroy the two mercenaries first—you may have time before the laser droid shoots once—then go one-on-one with the flyer.

HEAD TRAUMA

A supersized mercenary perches on a platform as you approach the temple, but don't rush him straight on, or you'll get a boot to the head. Run to his side, jump up, then deliver Jumping Saber Spikes.

THE RUINS

After diplomacy on Coruscant fails to incite the Galactic Republic to action, you return to Naboo to recruit the Gungans for the fight against Trade Federation forces. The Gungans are hidden at their sacred location, and during your search, you'll again battle droids as you brave the swamp and climb among the crumbling ruins.

Taking on two destroyer droids should be a snap by now, so use your well-honed ability to get the swamp-squatters to eliminate each other by putting yourself in the middle then using Double Force Jumps.

Upon reaching the ruins, you'll need to use ledges to reach the high rooftops. It's a difficult move, so stand as far out on the ledge lip as you can, then spring up to the rooftop with a Double Force Jump.

When coming down from the rooftops, leap onto the outtake pipe ledges below. Jump once to fall toward the ledge, then use the second boost from your Double Force Jump to position your landing spot.

BATTLE TEST

You'll win the Gungans to your side, but only after beating several of them, including one huge Gungan that lobs explosives at you. Just keep the giant out of sight until you've beaten the pack.

STREETS OF THEED

Time to drop the saber and fly a solo flight vehicle along a side-scrolling street as laser-toting droid flyers threaten your airspace. At the end of the street, a massive droid fires homing rockets at you. Maintain position and fire away, dodging when all the firepower converges upon you.

PALACE CLIFFS NP

You just can't walk through the palace front gates again, can you? You'll have to scale down dizzying cliffs and then scale droid-infested parapets to enter the tower. Once inside, you'll face serious droid ambushes in cramped rooms while trying to save five pilots being held prisoner.

Use the Force for air brakes once more as you Double-Jump down cliff ledges. Battle droids wait for you below, so land in the center of a ledge to avoid being blasted into the chasm below.

On the parapets, droids will fire upon you from all directions. Keep away from the edges and take out the destroyer droids from a distance before eliminating the battle droids.

You'll reach the end of one stretch of parapet—an apparent dead end—but inch over to the right to find another parapet pathway. Bridge the gap with a long Double Force Jump.

When rooms crawl with too many droids, run to a corner—they'll close ranks around you. Then use Jumping Saber Spikes, or a Force attack if necessary, to bash them to pieces.

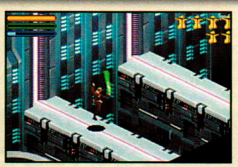
You'll have to battle a few destroyer droids on the way to collecting the pilots. There's no need to find the final exit; just save your fifth pilot. You'll be taken to the fierce finale.

DARTH MAUL

Is he the Sith master or the apprentice? You'll need to wait for the next *Star Wars* movie to find out, but you can cut the dark warrior down to size—if not completely in half—in the meantime. As you skirmish with Darth Maul, you'll need to stay one step ahead of his wicked Force blasts and double-ended lightsaber.

In your first encounter with Darth Maul, back him into a corner, where he's less likely to haul out his deadly lightsaber. Once he's there, hit him repeatedly with swift, standard saber strikes until the Sith flees.

You'll battle the dark warrior on walkways next. Don't employ standard saberplay. Instead, stay aerial as much as possible, using only Jumping Saber Spikes. Each time you jump, you'll further stabilize your position.



On the way to your final encounter with Darth Maul, you'll need to navigate lots of difficult chasms. Fortunately, the Sith isn't nearby, because the gaps will require your maximum Double Force Jump concentration.

Seen the movie? Then you'll know how to defeat Darth Maul during the finale, which rages conveniently close to a massive pit. Swipe at him until he's against the edge, then push that Sith garbage down the disposal.

UNLOCKING THE FORCE'S DARK SIDE

After winning with a Jedi Master, you can play the game with Darth Maul himself. It's a guilty pleasure to strike down Tusken Raiders and droids with his double-bladed fury and freaky Force blasts. He's a powerhouse, but watch out for that pit when it's time for Maul vs. Maul smackdown.

MORE JEDI TRICKS

For extra replay fun, develop each Jedi's skill with even more saberplay moves: Obi-Wan has his Rising Saber Slice and Saber Thrust, Qui-Gon wins kudos for his Spinning Overhead Slash and Mace Windu boasts his One-Handed Backhand Slash. With 10 levels to revisit, you can finesse your saberplay and earn Jedi Master superstatus.

ADVANCE YOUR HANDHELD FUN!

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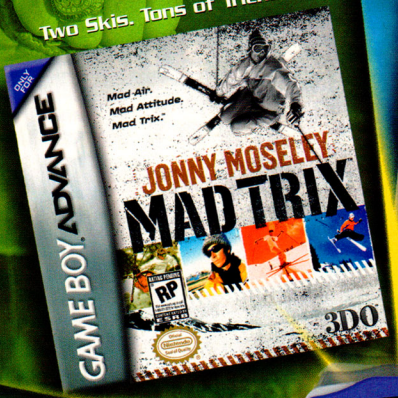

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Nancy Drew®

Message in a Haunted Mansion™

She's been cracking cases for over seven decades, and somehow she's managed to age very little over that long span. Now the young supersleuth is making her GBA debut in Dreamcatcher Interactive's recreation of Message in a Haunted Mansion.

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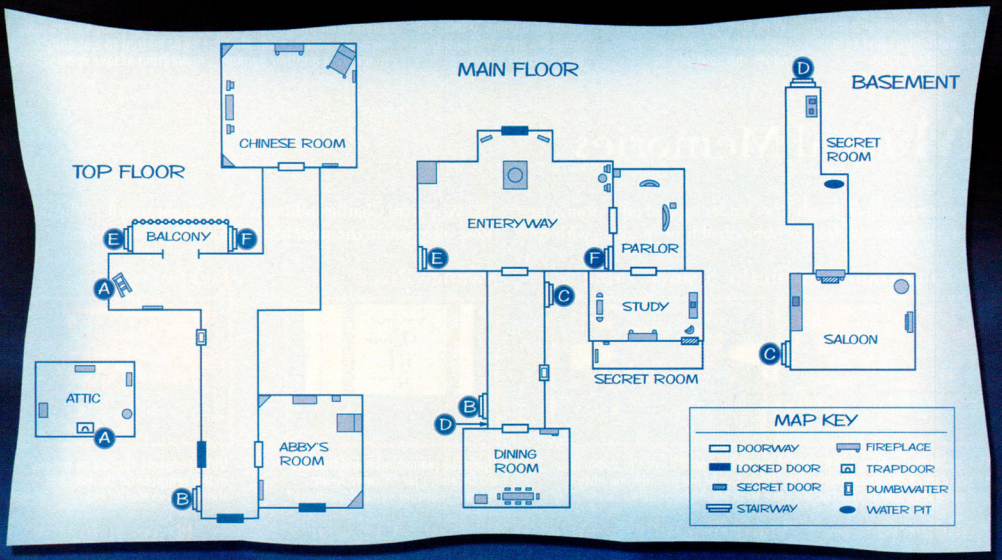
An Unwanted House Guest

Nancy's friend Rose recently moved into an old mansion and fears there's an uninvited visitor living on the premises. Strange noises and unexpected accidents have left Rose a little shaky, and Nancy is ready to help. Played entirely through a first-person perspective, Message in a Haunted Mansion has few animations but tons of beautifully detailed stills that make the mystery come alive. A simple cursor interface is used for moving around and inspecting objects.

Mapping Out a Plan

Even a razor-sharp sleuth like Nancy Drew could use some assistance when trying to navigate an enormous three-story mansion. Until you become familiar with the vast surroundings, the map below will prove to be invaluable, so be sure to study it before setting off on your adventure. Use the map key to locate secret doors, fireplaces, traps and other important areas.



A Message from the Past

When the cursor changes to a magnifying glass, you've spotted an item that you must examine closely. An object will often contain a piece of information that you will need later in the game. Take special note of each uncovered Chinese symbol.

Tapestry's Tale

You must find Chinese characters throughout the house for each article listed on the tapestry.

Dragon's Daughters

Read the plaque on the mantel above the fireplace to learn the Chinese symbol for daughters.

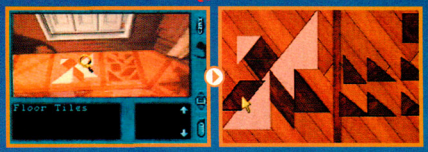
Abby the Mentalist

Rose's friend Abby has the ability to chat with spirits, and she mentions the name Valdez.

Good Morning, Rose

Head to the dining room and chat with Rose. She will fill you in on the history of the house.

Fixing the Tiles



All those geometry classes will finally pay off. If you aren't so hot at spatial reasoning, log on to nintendopower.com for help with this puzzle.

Fire Insurance Policy

After helping Rose with the tiles, open the drawer under the tea set and examine the fire insurance policy. Look at the company logo and note the symbol for fire.

Meet Charlie

Charlie is downstairs fixing the floorboards and seems to be preoccupied.

Paint Scraper

Walk back to the entryway and grab the paint scraper under the scaffolding.

Louis in the Study

Chat with Louis, who is an antiques dealer evaluating the mansion's items.

Mahjong Tiles

Zoom in on the game pieces located in the study to uncover another symbol.

Abby's Séance

Return to Abby's room and get invited to a spooky meeting of lost spirits.

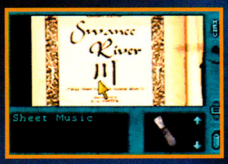
Musical Memories

The summoning of the ghost of Valdez capped off a strange first day at the mansion. How is Abby capable of speaking with spirits? Why were Charlie and Louis so reluctant to talk? Why does Rose want you in the attic? It's time for more investigating...

An Important Clue in the Séance Table

Once Charlie is done working in the saloon, you'll have the opportunity to inspect the area thoroughly. Open the séance table and notice the speakers and projector. Be sure to grab the cassette.

Swanee River



Open the piano bench and find the music sheet for Swanee River. Hmm... another symbol, perhaps?

Jackpot

Unfortunately there's no money in the register on the bar, but there is a skeleton key.

Another Key

Go back to the Chinese room and pry open the bedpost with the paint scraper.

Venturing into the Attic

Go to the west wing of the top floor and use the paint scraper to scratch away the tiles on the ceiling above the ladder. The skeleton key will open the door to the attic.

Crowbar

Find and retain the crowbar located in the toolbox in the attic.

Heavy Iron

Grab the iron found in the large chest. How does Nancy carry all that stuff?

Barrel o' Bottles

Don't leave without the orange tile, which is sitting on top of the barrel.

The Bandit's Treasure

The most important items reside in the antique desk, which only the key from the bedpost will open. Examine the music sheet and notice the five notes at the top. (For the musically challenged, they're B-E-G-A-G.) Then review the practice sheet for another symbol.

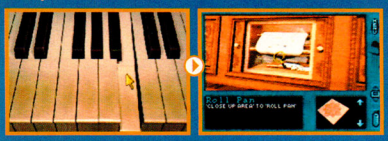
Trapped

But not trapped for long. Use the crowbar to pry open the handleless exit door.

Hot Delivery in the Dumbwaiter

Tie the iron to the rope in the dumbwaiter on the first floor and retrieve the items on the second floor.

Play It, Maestro!

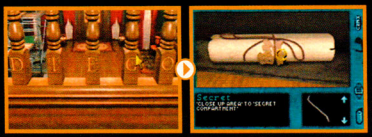


Tap the notes that are listed on the sheet in the attic. From left to right, the piano keys are D-E-F-G-A-B-C.

A Secret Message

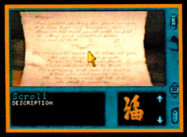
After collecting the sheet of music from the roll pan in the saloon piano, return to the attic and overlay the sheet onto The Bandit's Treasure. The message will read F-I-N-D-D-I-E-G-O-O-N-S-T-A-I-R-S.

Spindle Riddle



Arrange the spindles on the balcony to spell the word "Diego." After the secret compartment opens, collect the small charm located inside the scroll and read about the treasure that is hidden for Diego.

Treasure Charm

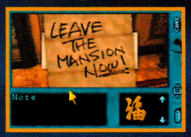


The letter seems to indicate that the charm must be used to find the treasure. Remember, X marks the spot.

The Stolen Clue

The mystery is still muddy after two days of hard work. You've found some clues but haven't pieced them together. In the next chapter, you'll be threatened by an unknown source, the mansion will be set on fire and Louis will be caught stealing. Ready?

Chilling Note



You'll wake up to an unkind letter under your door. Someone wants you gone.

Put Out the Parlor Fire

Smoke is rising behind the couch in the parlor. Quickly locate the extinguisher inside the room's corner cabinet. Douse the flames and directly report the incident to Rose.

Return to Rose

Rose claims Charlie was recently ordered to fix the broken fireplace screen.

Third Tile

Grab the third and final tile from the bookshelf to the left of Louis's desk.

Fixing the Fireplace

The talented Ms. Drew has never been one to shy away from an industrial chore. Place the missing tiles above the fireplace and pull the andiron to reveal a secret passage.

Child Painting

View the painting of a child in the passageway to uncover another symbol.

Grab the Lantern

Collect the lantern on the wall, which will be valuable later in the game.

Peeping Nancy

Remove the loose brick near the lantern and watch Louis steal a book.

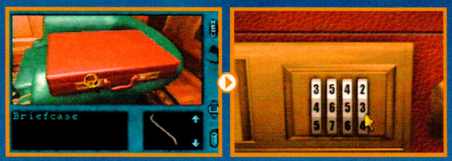
Gum Bo Fu

Even great detectives can use a lucky break sometimes, and catching Louis in the act of thievery was a big one for Nancy. Her suspicions about Louis have been confirmed, and she must find the stolen book without getting herself into a heap of trouble.

The Password Is . . .

Take a quick glance at Louis's laptop and write down the two four-digit briefcase codes.

Unlock the Briefcase



An open laptop, a forgotten brief case—Louis is making it all too easy for an expert like Nancy Drew. Rotate the numbers on the briefcase to get inside and uncover the stolen book.

Gum Bo What?

Read about Wing Tang's working days on the railroad and note the name of the Golden Garden.

The Secret of El Diablo

Nancy has successfully acquired valuable information about Abby and Louis, but she's failed to track down the inconspicuous Charlie. In the next chapter, Nancy will find a hidden room below the basement and focus on digging up some of Charlie's clues.

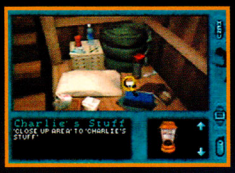
Secret Tunnel

Begin the new chapter by descending to the saloon and prying open the fireplace grate with the crowbar.

Light the Way

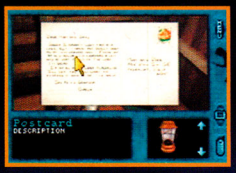
Once inside, be sure to use the lantern to illuminate the area, or you will plunge into a treacherous pit.

Charlie's Desk



Crawl through the tunnel until you reach Charlie's room. Make sure you collect the computer disk from the desk.

Postcard to Parents



In a note to his mom and dad, Charlie expresses his pleasure with the mansion. Maybe he's clean after all.

Carry Out

Don't depart the room without noticing the Chinese symbol printed on the take-out box. All the symbols you've uncovered will soon help you solve an important puzzle.

Doing Your Homework

In the study, place the disk in the laptop. Ironically, Charlie is writing a term paper on the Great Christmas Gold Robbery involving none other than Diego Valdez.

A Chinese Puzzle

Give Emily a ring on your cell phone and ask her the meaning of Gum Bo Fu. She won't be much help, so you'll have to start conversations with Charlie and Louis. When Louis asks you where you heard about Gum Bo Fu, don't tell him you read it in a book!

Golden Wonders

At the end of the last scene, Rose informed Nancy of a puzzle behind the tapestry in her bedroom. Not surprisingly, Nancy has a strong feeling that solving the puzzle will bring her close to cracking the case. But first, she must inspect Abby's room.

Moon Stone

A package of incense in the desk drawer includes the Chinese symbol for moon.

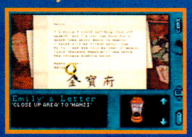
What's Your Sign?

Note the order of the zodiac animals in the Chinese book on the curvy shelf.

Exposing the Farce

Locate the spider charm in the jewelry box and use it to open the armoire. Place the cassette in the deck and listen to the recorded ghost sounds. Looks like Abby's a fake.

Emily Delivers



In your bedroom, read Emily's letter to learn what Gum Bo Fu really means.

Put It All Together

The tapestry has been replaced by a set of animal tiles. Select the animals in the order they appeared in Abby's book. A safe will appear with a group of familiar symbols.

Closing Out the Case

Following the poem on the tapestry, unlock the safe by selecting the corresponding Chinese symbols. Once the safe is open, you'll have to solve another geometric puzzle before obtaining a crystal. Don't forget about the letter to Diego that mentioned the phoenix. Also, find the rope on the balcony that controls the chandelier. You're not far from solving the mystery, but you must catch the crook red-handed to prove your case.

Police the Fleece!

Get ready for a wild and wooly time down on the farm. The shaggy sheep are wandering around aimlessly and they need you to carefully guide them through a web of obstacles and lead them to safety. Choose from 3 different hopeful herders and shepherd your flock through some of the wackiest puzzles ever. Don't let these hapless creatures pull the wool over your eyes. It's time for you to police these fleece!

Irresistible & Fun!

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GAME BOY ADVANCE

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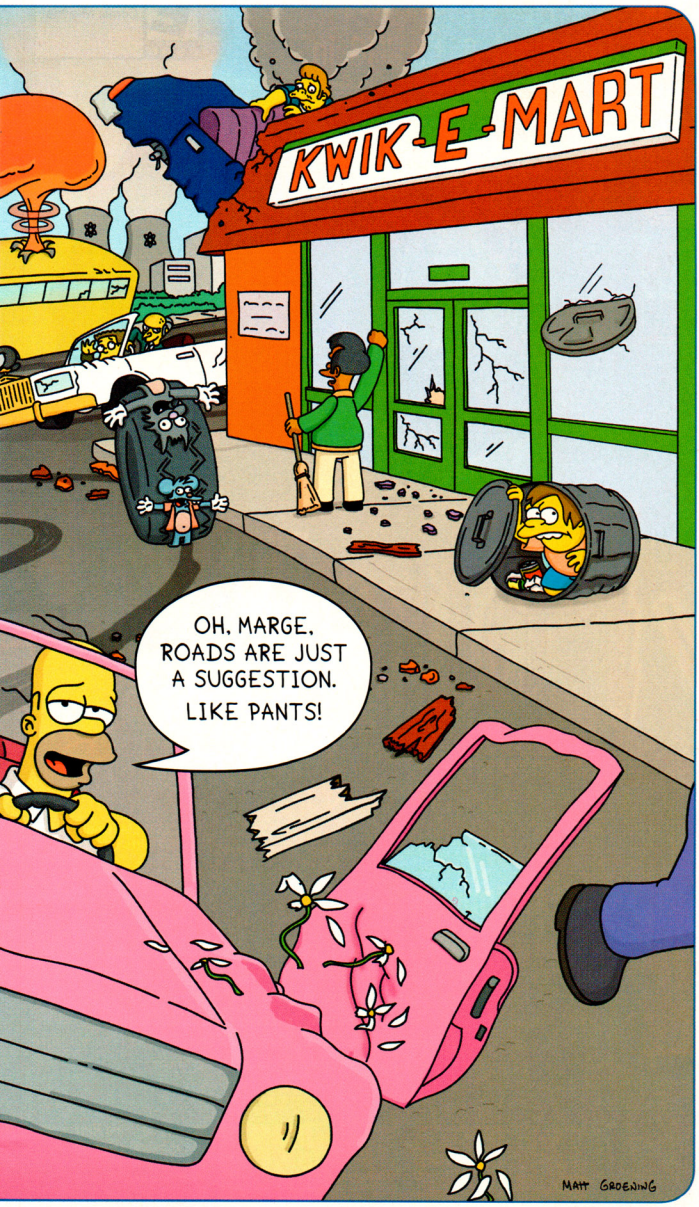

Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

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Climb aboard the Hogwarts Express and help Harry Potter through his year as a firstie in an all-new GBC RPG from EA Games

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Harry Potter

AND THE SORCERER'S STONE™

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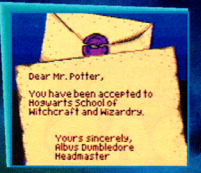
A Letter, a Giant and a New Beginning



After an unhappy childhood at 4 Privet Drive, Harry Potter has finally found out that he is a wizard. With strong RPG elements and a close connection to the story of Harry's first year at Hogwarts, Harry Potter and the Sorcerer's Stone for Game Boy Color is a completely different adventure from the Game Boy Advance game of the same name. It begins with a letter from Harry's new school and a supply trip to Diagon Alley with Hagrid the giant.

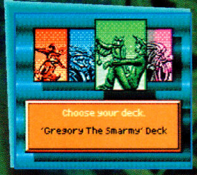
Harry's first stop is Mr. Ollivander's wand shop. After he takes a few trial swishes, the wand that chooses him is an unusual mix of Holly and a Phoenix feather. Harry also receives two spells.

When you guide Harry out of the wand shop, you'll learn about Famous Witches and Wizards Cards from a boy on the street, and you'll collect four of them. You can use the cards to summon powerful magic.

Prepare Yourself for a Life of Magic

Your trip to Diagon Alley gives you your first exposure to magic spells and equipment. Hagrid will give you a list of items that you must purchase for your first year at Hogwarts. Once you have funds from the Potter family vault, you'll spend your time in Diagon Alley collecting the items and learning magic basics. You'll also have your first magic encounters in the dark corners of Diagon Alley and in the tunnels under Gringotts Bank. Be prepared.

Magic is in the Cards for Harry



Famous Witches and Wizards Cards provide the basis for a large collection of magical spells. When you step outside of the wand shop, you'll learn about the cards and collect four cards from one of four decks. You'll also receive the Folio Magi, where information about your cards is kept, and the Folio Triplicus, where you'll keep card combinations.

You'll earn cards and learn card combinations by talking to people and searching the environment.

There are more than 100 types of Famous Witches and Wizards Cards that contribute to 50 three-card combinations. When you have all three cards that belong to a combination spell, you can use those cards to summon the magic.

When you face off with creatures in a magic encounter, you can weaken them with wand spells or magic from the cards. After you use cards, they will disappear.

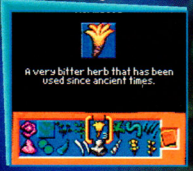
The Well-Dressed Wizard

Your school list includes several items that you can purchase at Madam Malkin's shop—robes, a cloak, gloves and, of course, a pointed hat. When you acquire the items, you can put them to use in the Status/Equip Menu.

The Power of Beans

Every Flavor Beans, Pumpkin Pasties and many other useful items fill your inventory. You can use some items to replenish your Stamina Points and Magic Points. The other items' uses become clear as you progress.

Magic Potion Nuts and Bolts



By consulting the Ingredient Encyclopedia, you can learn the proper uses of potion ingredients. You'll receive the book when you take Herbology class in the greenhouses of Hogwarts.

Card Tricks

The Folio Triplicus keeps all of the card combinations that you have collected. When you have all of the cards required for a particular combination, a check mark will appear next to the combination listing.

Find Your Way to the Potter Family Fortune

With your wand in hand, you must follow Hagrid to Gringotts Bank, where you will be able to withdraw all of the Sickles you need to make your pre-school purchases. The gold is in the Potter family vault.

Into the Underground

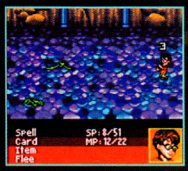
After you follow Hagrid and Griphook the goblin into the tunnels under Gringotts Bank, you'll find yourself alone with the rats and bats. Search the tunnels, try the doors and fight off the creatures with wand magic.

Magic Encounters and Battle Basics

As you encounter creatures and questionable characters in dungeons, alleys and the halls of Hogwarts, you'll face off with them in turn-based battles. When it's your turn to act, you can attack your enemies with a spell or replenish your stamina and magic points with items. You can also use card combinations for various effects. You'll find that experimentation is the key to success. If one approach isn't working, you should rethink your attack and use a different spell or card combination.

Enemies patrol dark passages. When you come into contact with a creature, you will enter a magic encounter with the beast.

When you choose to use a magic spell, you must first select the spell then select the target. Most spells target one enemy at a time. With the exception of Flipendo Uno, spells use Magic Points. If you don't have the points for a particular spell, it won't appear as an option.



Enemies attack one at a time. You won't have another turn until every creature on the other side of the battle has its turn.

If you are low on stamina or magic, you may want to use your turn to consume food or a potion. You need stamina to survive.

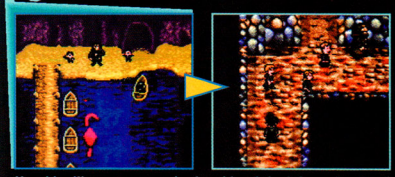
Take the Long Journey to Mysterious Hogwarts

Once you have your supplies and Hedwig the owl, your next stop is King's Cross Station, Platform 9 3/4, and the Hogwarts Express. It's quite a long way to school—but well worth the trouble.

A Fast Train and a Slow Boat

On your way to Hogwarts, you'll have a chance to meet your new classmates, including Ron Weasley, Hermione Granger and Draco Malfoy. After the train arrives, you'll steer a boat across a lake to the dungeons.

Drive off Dungeon Creatures



Hagrid will meet you on the far side of the lake and tell you to make your way through the dungeon, to the school. The brightly lit path leads to the main school building.

The creatures that you 'll encounter in the Hogwarts dungeon are quite a bit stronger than those at Gringotts. If you lose your stamina, you'll start again at the beginning.

Check the statues on the walls. You might find cards or card combinations.

Find Your Place at Hogwarts

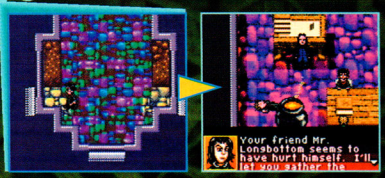
At the welcome banquet, the sorting hat ceremony will put you into Gryffindor House. Glad not to be a Slytherin, you'll join your new friends at the table.

NP While you may already know the password to the Gryffindor dormitory on the seventh floor, it will take some work to teach Harry what to say in front of the portrait of the plump lady. You'll meet a nearly headless ghost on one of the top floors. If you bring him an Old School Tie, he'll tell you the password.

School Begins

After your first night at Hogwarts, class will be in session. You'll begin with Potions class, then move on to six more classes. Every class includes a quest or minigame activity. After you complete each class, you'll earn points for Gryffindor House and learn that there is a new card combination available at the Wizard Card Collectors' Club on the fifth floor. The classes take place on the lower floors of the main building and on the school grounds. Search for them, then begin your education.

A Session with Snape



Professor Snape's Potions class is in the dungeon. You'll find it by taking the passage west of the main staircase on the ground floor. Snape will send you on a quest for spell ingredients.

One of the spell ingredients is in Snape's office. Check the snake on the wall to find and collect Boomslang Skin.

After you bring all of the ingredients back to Snape, the slithery professor will give you the Class List—six classes to go.

As you search for your classes, be sure to check objects for items, Sickles, cards and card combinations.

You'll find Beetles' Eyes in the bushes near Hagrid's hut. Talk to Professor Sprout near the greenhouses. She'll tell you to take on enemies for the Snake Fangs.

The large hourglasses near the entrance to the banquet hall holds points for the four houses. When you check the hourglasses, you'll be able to see how Gryffindor's points compare to the point totals of the other houses.

Take the Classes As They Come

Transfiguration Class is on the first floor (one floor above the ground floor). When you enter the classroom, you'll discover that someone has turned a lit candle into a purple rabbit. You'll find the rabbit on the school grounds, between the main building and the greenhouses. Return it to class for 25 House Points and a new spell.

Professor Sprout teaches Herbology class in the westernmost greenhouse. The professor will send you on a quest for six herbs. You'll find them by checking plants and grass on school grounds.

In Professor Flitwick's Charms class on the second floor, you'll mimic Flitwick's movement to levitate three objects. Be sure to take notes.

Broom Flying class is in a clearing east of the main building. There, you'll race Draco for Neville's Remembrall. Remember to dodge the branches.

Before you enter the Defense against the Dark Arts class, Peeves will curse you with the Bogies. Talk to Madam Pince in the library about a book that holds the counter curse, then track down the book on the fifth floor.

The History of Magic class is on the fourth floor. Professor Binns will send you to Diagon Alley, in search of the Circe card. Talk to a man outside Gringotts, then enter a vault to fight for the prize.

The Plot Thickens

After you complete your classes, the story will take the first of several twists and turns and you will discover the truth about a dastardly plot. If you forget your current quest, you'll find a reminder on the pause menu. Search the school, take on nasty monsters and keep learning new spells.

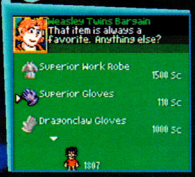
As you search the school and look for clues, you will witness scenes that push the story along. Eventually, you will discover that someone seeks eternal life and an infinite supply of gold.

The Tough Get Tougher

Enemies respond differently to magic. The best solution is not always the spell that costs the most Magic Points. Keep experimenting until you find a spell that works.

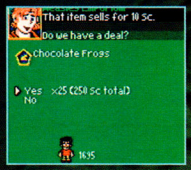
When you learn the Flipendo Tria spell, you'll be able to use it to take on an entire party of enemies with one blow. It will be a lifesaver in big battles.

Save Up Your Sickles



You'll find a lot of items that cost a lot of money, especially in Diagon Alley. Don't waste your Sickles—sell items that you're not using.

You'll find some equipment over the course of your adventure, but you'll discover that most equipment is for sale. When you acquire new belts, robes, hats and the like, you can put them to use by equipping yourself with them.



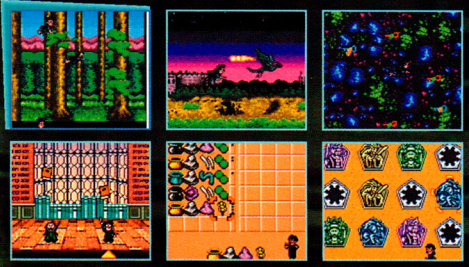
Chocolate Frogs taste great, and they produce collectable cards, too. Buy them and open them to fill your card combinations.

Join the Club

After every class and the completion of other milestones, you'll discover that there is a new card combination available in the Wizard Card Collectors' Club. Go there to update your Folio Triplicus.

The Wizard Card Collectors' Club is a great place to rub elbows with other magicians in training. You can trade cards with them, and you can buy items from the Weasley twins.

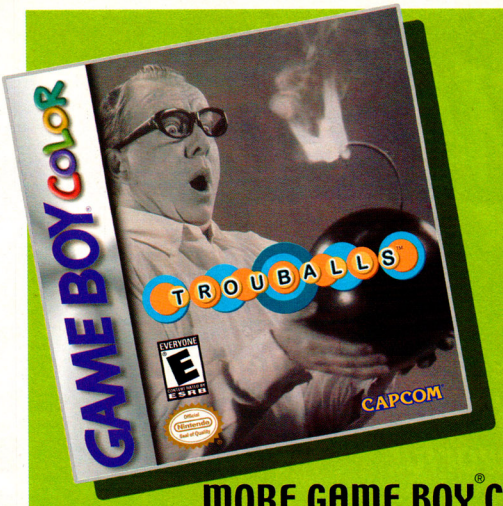
Battle for Bonus Games



Over the course of the adventure, you'll engage in seven different minigame activities. After you clear them, they'll be available from the main menu.

Search for the Sorcerer's Stone

Classes are only the beginning of your adventure. At Halloween, you'll engage in a battle with a troll. Later, you'll witness the birth of a dragon then take a trip through the forest, learn about Fluffy the three-headed dog, and discover the mystery of the Sorcerer's Stone. The road is windy and the journey long.



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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What is your overall impression of the changes to Nintendo Power in the January issue?
1. I love them
2. I like them
3. I don't care
4. I don't like them

D. What is your favorite new or redesigned column?
1. Player's Pulse 2. Power Charts 3. Game Watch 4. Power On
5. Nintendo Online 6. Classified Information 7. Epic Center 8. Arena
9. Title Wave 10. Now Playing 11. 411

E. What is your least favorite new or redesigned column?
1. Player's Pulse 2. Power Charts 3. Game Watch 4. Power On
5. Nintendo Online 6. Classified Information 7. Epic Center 8. Arena
9. Title Wave 10. Now Playing 11. 411

F. Do you plan to enter the Wave Race: Blue Storm Challenge?
1. Yes 2. No

G. Have you visited the Wave Race: Blue Storm website at waverace-bluestorm.com?
1. Yes 2. No

H. Which of the following contest prizes would you want to win?
1. A trip to Nintendo 2. A Nintendo GameCube and some GCN games
3. A home theater 4. A one-of-a-kind prop from a major motion picture
5. A trip to meet a celebrity

I. Are you interested in learning more about how games are made?
1. Yes 2. No

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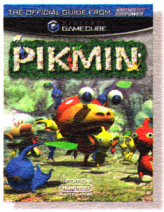

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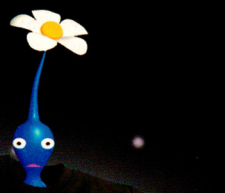
SECOND PRIZE

If you can't see rocket ships in person, you can at least collect them in the comfort of your own home with a Pikmin Game Disc for Nintendo GameCube!



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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

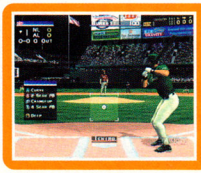
TITLE WAVE

ALL-STAR BASEBALL 2002
EXTREME G 3
ARMY MEN: OPERATION GREEN
DAVE MIRRA FREESTYLE BMX 2
MAT HOFFMAN'S PRO BMX
MIDWAY'S GREATEST ARCADE HITS
PHALANX
SHAUN PALMER'S PRO SNOWBOARDER
WORLD WRESTLING FEDERATION: ROAD TO WRESTLMANIA

EVERYONE
E
CONTENT RATED BY ESRB

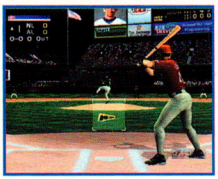
ALL-STAR BASEBALL 2002

It may be cold and icy in much of America, but you shouldn't let the weather stop you from enjoying the national pastime on Nintendo GameCube. Acclaim has brought its All-Star Baseball franchise into the big show and jumped off to a huge lead in the race to get 2002 baseball games on store shelves. ASB 2002's play mechanics are similar to last year's ASB offering for N64, but the new game has vastly improved graphics and sound.

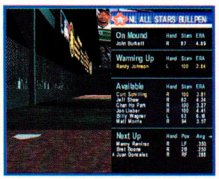


POWER PLAY

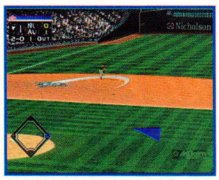
Move the C Stick while your pitcher is on the mound to adjust your defensive positions. If you're facing a slugger, for example, you'll want your outfielders to play deep.



Spend some time in Batting Practice and the Home Run Derby to hone your batting skills. Once you get your timing down, you'll be ready to face opposing pitchers.



Keep your bullpen humming as you prepare for upcoming batters. If you have a pitcher in mind for a particular batter, you'll need to start warming him up in advance.



If a batter connects with one of your pitches, you'll have to field the ball with a defensive player. You can throw to any base by pressing X, Y, A or B.

ASB 2002 covers most of the hard-ball sim bases. You can draft, buy and trade players to create your ideal major-league team.

EVERYONE

Mild Violence

CONTENT RATED BY ESRB

EXTREME G 3

The third installment of Acclaim's racing series harnesses the GCN's processing power for a silky smooth trip through the future. Pick your team and your racer, then streak down twisting ribbons of asphalt at speeds normally reserved for meteors. Speed is just the beginning, of course. You'll also have a wide variety of offensive and defensive weapons available to thwart your opponents.

POWER PLAY

Steer through the powered charging stripes along the side of the road to build up your turbo boost, weapons and shields. Don't steer through the warning strips while you pick up energy, or you'll slow down.

Side-mounted air brakes will allow you to bank hard on tight turns. Press the L and R Buttons to activate the respective brakes on your bike.

Fire your standard, forward-mounted cannons to slow down opponents. As you accumulate earnings, you'll be able to buy more powerful weapons.

Save your turbo power for straightaways and the final sprint to the finish line. You may do more damage than good if you try to power your way through turns.

Between races, head for the XG Mall to improve your engine and weapons. You must win races to earn enough money for sophisticated equipment.

EVERYONE

Violence

CONTENT RATED BY ESRB

ARMY MEN: OPERATION GREEN

The Green plastic warriors are mobilizing for yet another war against the evil Tan army. If you've played previous installments of 3DO's Army Men games, then you'll understand what's in store for you in their latest outing on Game Boy Advance: mission-based game play, extensive exploration to locate items and many waves of Tan enemies to vanquish.

POWER PLAY

There's no avoiding Tan soldiers, but you shouldn't have too much trouble dodging their bullets after you learn how to strafe. Press the L and R Buttons to sidestep enemy fire.

You can change your items in battle by pressing the Select Button. Of course, you'll need to find extra items before you can use them.

Use the Minesweeper—which is really a metal detector, not a ship—to find a safe path through minefields. The Minesweeper has only a few seconds of power—be quick!

Blast open enemy tents to uncover supplies, or you can wait for the Green army to drop your supplies during battle.

Checking your mission map is an essential component of success. Arrows on the map pinpoint the location of all the mission objectives.

DAVE MIRRA FREESTYLE BMX 2

EVERYONE
E
CONTENT RATED BY ESRB

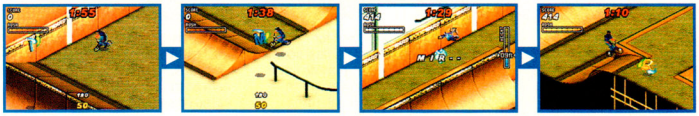
Acclaim Max Sports offers up handlebars and hang time on the hottest handheld around: Game Boy Advance! Like Tony Hawk's Pro Skater 2 for GBA, Dave Mirra Freestyle BMX 2's camera angle allows you to perform amazing jumps and grinds in 3-D environments. You'll need to perform a series of objectives in each level to earn Experience Points, then allocate the points however you like to boost your skill sets. Try to work your way through the Proquest circuit with each of the pro BMX riders.

POWER PLAY

String together several tricks to power up your Rush Meter. When it's maxed out, you'll have the speed and power to pull off truly sick tricks.

When it comes to vert tricks, altitude is much more important than attitude—most of the best moves require extensive hang time. Do a simple jump or two to build up speed before you attempt a big trick.

Grinding a rail is good for a few points, but transferring between rails can net you a monster score. Try to plan your runs so you can continue your grind for as long as possible.



Most levels have items that you must collect to complete objectives. You'll need to spell out M-I-R-R-A, for example, by touching letters scattered throughout the level. Collect all the letters before time runs out, or you'll have to start again in another session.

MAT HOFFMAN'S PRO BMX

EVERYONE
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CONTENT RATED BY ESRB

Mat "Condor" Hoffman swoops down on Game Boy Advance with his own brand of BMX action. While less free-flowing than the Dave Mirra-licensed game, Activision's Pro BMX delivers an elaborate trick system, two-player action and well-defined environments.

The extensive Training Mode will walk you through most of the tricks and techniques in the game.

You'll earn a magazine cover for each level goal you complete. You can open new levels by collecting their required number of covers.

It's worth it to look at replays of past runs—you may catch a glimpse of items to collect in your next attempt.

POWER PLAY

Position yourself between two vert ramps so you can get big air. The higher you go, the more consecutive tricks you'll string together. Trick combinations rack up points much faster than single tricks.

You'll have to work your way up or down in the environments by moving in small increments between tricks.

Press B and Right or Left on the Control Pad to traverse ramps. Otherwise, you'll jump at the top of the ramp then turn around.

Fill up your Special Meter by performing several tricks in a row without bailing. When it flashes, you can perform special tricks.

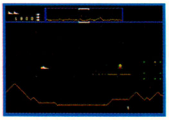
MIDWAY'S GREATEST ARCADE HITS

EVERYONE
Mild Violence
CONTENT RATED BY ESRB

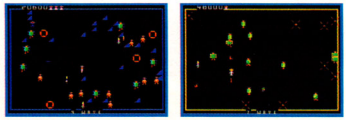
Midway's collection of classic hits will conjure memories of dark, noisy arcades in the 1980s, assuming your memory goes that far back. Game Boy Advance allows you to put the arcade into your pocket—which is also dark although not so noisy. Defender, Robotron 2084 and Joust are nearly perfect re-creations of the arcade games, while Sinistar is more of an interpretation of the original game. Play the games, keep your quarters in your pockets.

POWER PLAY

In Defender, try to shoot the aliens as they lift humans off the ground. Catch the humans as they fall, then deposit them on the ground for extra points.



As the title suggests, Defender is all about defending the hapless little humans on the surface of a planet. Use your cannon (press A) and smart bombs (press B) to wipe out the aliens.



Robotron has the same basic premise as Defender—save the humans, destroy the aliens, yada, yada, yada—but it's a far more intimate affair. Keep moving and strafing with your rapid-fire blaster.

An early contender for "Weirdest Game of All Time" honors, Joust puts you on the back of a flying ostrich for round after round of flapping and fighting. You must pounce on top of enemies to defeat them.

Blast asteroids to dislodge Sinibombs. If you collect enough of the explosives, you can destroy the Sinistar face thing before it attacks you. When you're done collecting Sinibombs, go to the mall to buy a Cinnabon.

PHALANX

EVERYONE
Mild Violence
CONTENT RATED BY ESRB

Kemco's Phalanx harkens back to the glory days of side-scrolling space shooters—when rapid twitching and tapping were essential to success. As Rick, Delta Pak's ace pilot, take command of the A-144 Phalanx fighter then fly a "reconnaissance" mission to Planet Delia. A research team on the planet is in trouble, and only a constant barrage of energy weapons and missiles can save them.

POWER PLAY

You don't need any special advice to survive in Phalanx—you just need quick reflexes. Keep firing while you dodge robots, weapon fire and dangerous obstacles.

You'll steer your ship through a variety of environments—air, space, water, and more—on your way to Planet Delia. Avoid the boundaries on the top and bottom of the screen.

Power-ups will enhance your arsenal with new weapons systems, like homing missiles and spinning defensive pods. Destroy enemies to uncover the power-ups.

You won't be able to control your forward progress, but you can position your ship on the screen to optimize your chances of survival. Try to stay near the center of the screen to avoid attacks from behind.

Defeat the boss at the end of each level so you can progress to the next level. The bosses have several layers of defenses and are usually guarded by small enemies. Power-ups are a must.

EVERYONE
E
CONTENT RATED BY
ESRB

SHAUN PALMER'S PRO SNOWBOARDER

Activision rounds out its stable of extreme sports titles with a scrolling stunt game featuring Shaun Palmer. The concept is similar to the Mat Hoffman and Tony Hawk games, but you'll get only one shot to perform a stunt at each ramp or rail before you streak past it.

Select the Tutorial Mode from the Options menu, then take a few minutes to familiarize yourself with the game's control scheme.

Jump toward a rail then press B to perform a board slide. You can maintain your balance by pressing Up or Down on the Control Pad.

Time your jumps so you can transition from a board slide into an aerial stunt.

Study the goals at the beginning of each level, then complete the goals, such as Get "S-H-R-E-D," to earn sponsors.

Try out your best vert moves on the Superpipe levels. Try to touch the extra point starbursts when you perform stunts.

Each of the boarders in the game has strengths and weaknesses. You can build up your stats by earning sponsors.

POWER PLAY

Trick variety is the key to big point totals. If you repeat a trick, you'll still earn points—but not as many as you will by mixing up your routine.

EVERYONE
E
CONTENT RATED BY
ESRB

Violence

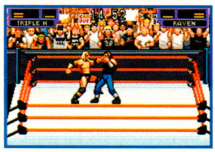
WORLD WRESTLING FEDERATION: ROAD TO WRESTLEMANIA

Grab your folding chair—your favorite fully licensed pro wrestlers will soon be flexing and fighting on Game Boy Advance. Select "Stone Cold" Steve Austin, the Rock or one of two-dozen other grapplers, then mix it up during the famous World Wrestling Federation events.

Select your favorite personality from the World Wrestling Federation. Each wrestler has his own signature intro cinema.

Select the type of event then choose the wrestling style. Your choices range from the standard Single Match to a Cage Match.

Tap the B Button to administer a barrage of kicks. It probably won't knock your opponent down, but it will weaken him.



Press A to grab an opponent. While grappling, press Up+Down and Left+Right on the Control Pad, then press A again to punch.

Press B while you are near the corners of the ring to climb and leap from the turnbuckles.

Press B while you are standing near the ropes to slide out of the ring. You can continue fighting outside the ring.

POWER PLAY

Press the R Button to run toward the ring ropes and spring back at your opponent. Press B when you reach your opponent to knock him off his feet.

At home, a fight gets you grounded. Here, it gets you points.

Fight evil and solve puzzles as Jackie Chan, with the help of characters from the show.

Do your own stunts and unleash amazing martial arts skills across 10 levels of action.

Try 3 levels of difficulty and use nearby items, like umbrellas and chairs, to defend yourself.

Now Available for Game Boy® Advance!

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LEGEND OF THE DARK HAND

EVERYONE E Violence CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

GAME BOY ADVANCE

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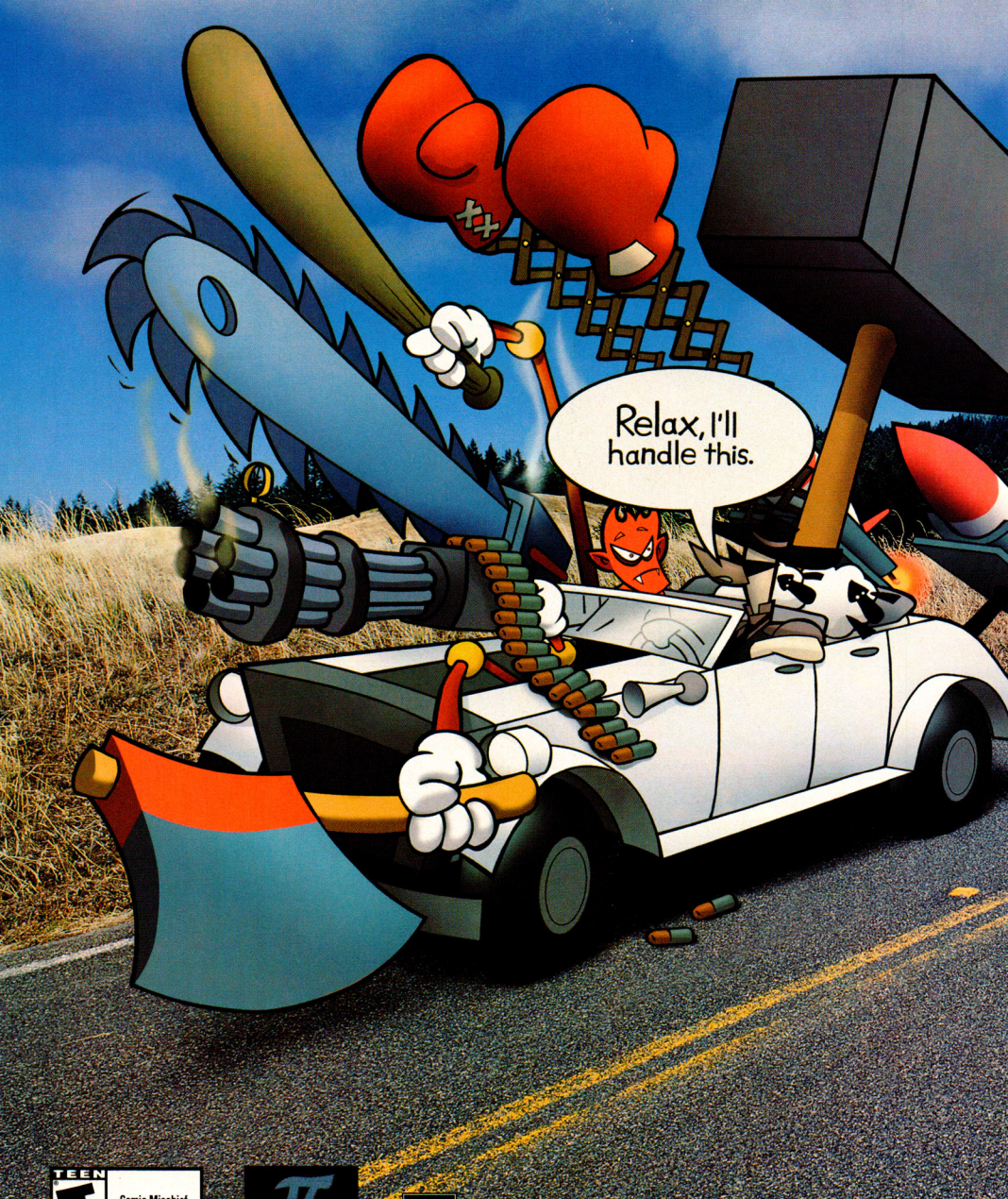

TEEN T CONTENT RATED BY ESRB

Comic Mischief Violence

PSEUDO INTERACTIVE INC

XBOX

NINTENDO GAMECUBE

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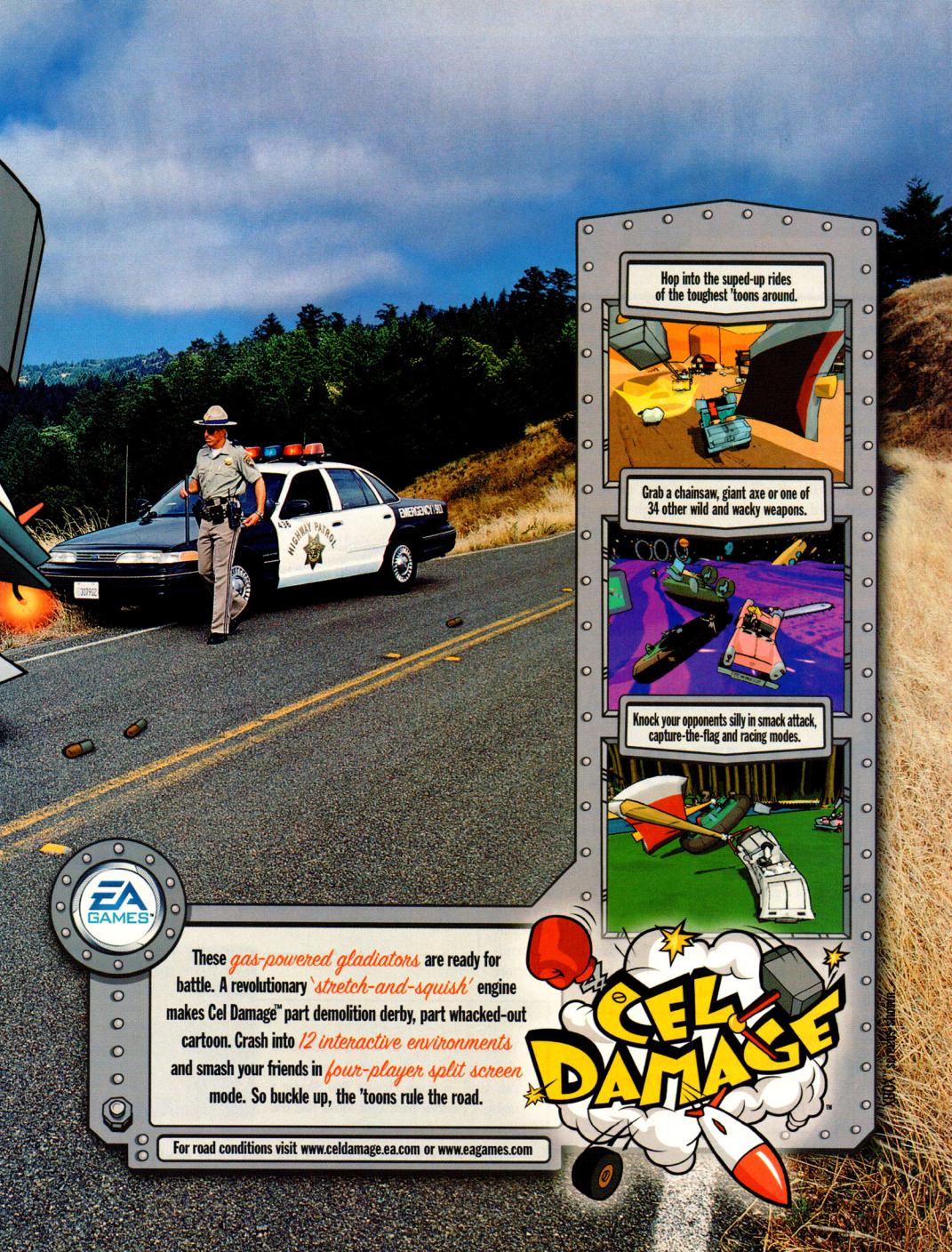

Hop into the suped-up rides of the toughest 'toons around.
Grab a chainsaw, giant axe or one of 34 other wild and wacky weapons.
Knock your opponents silly in smack attack, capture-the-flag and racing modes.
EA GAMES
These gas-powered gladiators are ready for battle. A revolutionary 'stretch-and-squish' engine makes Cel Damage™ part demolition derby, part whacked-out cartoon. Crash into 12 interactive environments and smash your friends in four-player split screen mode. So buckle up, the 'toons rule the road.
CEL DAMAGE™
For road conditions visit www.celdamage.ea.com or www.eagames.com

ARENA

ARE YOU GAME?

CHALLENGE

Back by popular demand, a reconstructed Arena returns to Nintendo Power. Every month, Arena will feature a tough test of your gaming mettle. If you're up for the challenge, photograph your high score for the Arena Challenge and send it in to see if you've got the skills that'll earn you a spot on Arena's NP Scoreboard. Arena is all about tough-as-nails challenges, but this month's test leaves room for a little monkey business, too. Roll out Sega's Super Monkey Ball for GCN, then try your luck at Monkey Target. Take flight and aim for a high score in a 10-round game, and feel free to deactivate the Wheel of Danger. To win big in Monkey Target, control your speed and approach. Push Down on the Control Stick to decelerate in midair, and push Up on the Control Stick to speed up and lose altitude. If you're flying low and slow, you'll have an easier time hitting your mark.

MONKEY TARGET

AIM HIGH

SCORE BIG

SUPER MONKEY BALL

CAUTION: TWISTED CHALLENGES AHEAD

Get twisted! Send us the most insane game challenges you can think of—we'll print our favorite Twisted Challenges in future editions of Arena. Get creative and go crazy. Try challenging players to complete a game without using a crucial item, put gamers to the test by requiring them to defeat an enemy by using only one type of move or suggest any other silly scenario you can imagine. The possibilities are endless—just make sure that they're possible and, more importantly, twisted.

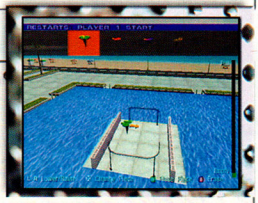
Can you complete The Legend of Zelda: Oracle of Seasons and Oracle of Ages using a health meter that is no longer than three hearts?

– THE LEGEND OF ZELDA: ORACLE OF SEASONS & THE LEGEND OF ZELDA: ORACLE OF AGES FOR GAME BOY COLOR

What's the lowest number of Pikmin casualties you can incur to defeat the emperor bulblax in the Final Trial of Pikmin?

– PIKMIN FOR NINTENDO GAMECUBE

Without busting out ollies, kickflips or shove-its, what's the biggest combo you can land in Tony Hawk's Pro Skater 3 using a custom park that looks like the layout pictured to the right?



– TONY HAWK'S PRO SKATER 3 FOR NINTENDO GAMECUBE

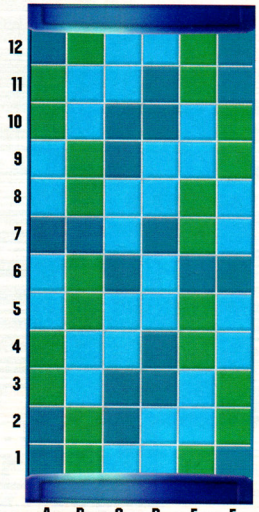
CONSTRUCTION ZONE

More and more games are giving players the freedom to design personalized characters, courses, puzzles and playing fields, and Arena's Construction Zone is the site where you'll find out how to shake the foundations of your games' edit modes so you can squeeze out some customized coolness. This month's featured edit mode is the Custom Puzzle portion of Pokémon Puzzle League for the N64. Build the puzzles pictured below, then see if you can solve them in the given number of moves. The answers will appear in next month's edition of Arena.

POKéMON PUZZLE LEAGUE

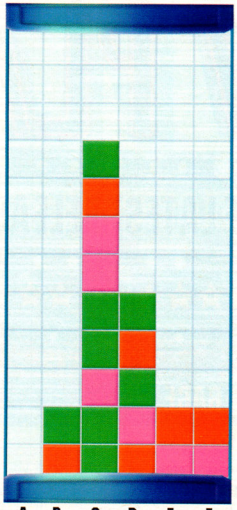
Enter the Puzzle University, then choose the Custom Puzzle option. On the Custom menu, select Edit, then choose Create to program the puzzles into your Game Pak.

PUZZLE 1



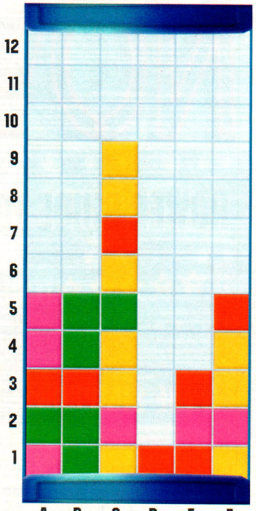
Puzzle 1 takes one move to finish. If you switch the correct pieces, you'll set off a gigantic chain reaction.

PUZZLE 2



Puzzle 2 is tricky and takes two moves. Try making your second move before all of the pieces fall into place.

PUZZLE 3



You'll need some midair maneuvering for Puzzle 3. You can solve the puzzle in three moves.

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. In the event of a tie, we'll randomly draw winners from all top qualifiers. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **February 4, 2002**.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDO.COM

NINTENDO POWER ARENA V.152
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v152" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.152, P.O. BOX 97062, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 2/4/02. NOA is not responsible for (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 3/1/02, five top qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. NOA will attempt to notify winners by mail by 3/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 3/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JANUARY 2002

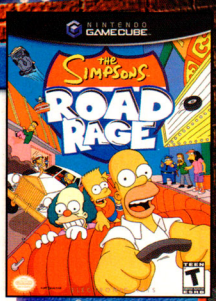
★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

THE SIMPSONS: ROAD RAGE

Ay carumba! It's the crazier taxi!

Don't have a cow, man, but The Simpsons: Road Rage is actually better and crazier than Crazy Taxi. While most games that borrow an innovative formula pale in comparison to the original (such as the Tony Hawk's Pro Skater clones), the Simpsons spin that EA puts on Crazy Taxi ends up being okely-dokely. The appeal of CT is reckless driving, and things get really reckless when you put over a dozen different Simpsons characters behind the wheel. You can play as Bart, Homer, Flanders, Krusty, Groundskeeper Willie and many others, and you'll be able to pick up just about every recurring character from the show. The countless one-liners voiced by the original cast are laugh-out-loud riots, and the bold graphics and well-designed levels (loaded with sight gags) will keep you smiling for miles. The sheer volume of vehicles alone makes Road Rage as cool as CT, and all of the cars—from a tractor to a flying car—sport noticeably different handling. What really makes Road Rage a fun ride, though, is that it doesn't coast on the CT formula—it soups it up with cool missions that require you to smash up roadside items, chase down characters or avoid traffic for bonuses. When you crash into things, they flip, fly and spin out like you'd imagine thanks to a bang-up physics engine. Play control is tight and intuitive, and its inspired use of the C Stick enables you to shift into reverse or drive. Load time can be as slow as Homer's wit, but that's small beans when Road Rage is one of the wildest—and funniest—rides around.

COMMENTS: George—The humor, fun and downright awesome game play more than make up for the fact that it owes a lot to Crazy Taxi. Chris—This is about as close to pure fun as you can get. Alan—A fun and frenetic adventure.



- EA
- 1 to 2 players simultaneously

ALAN	★★★★★
CHRIS	★★★★
DREW	★★★★★
GEORGE	★★★★★
JENNI	★★★★

T TEEN — CONTENT RATED BY ESRB — Mild Language, Suggestive Themes, Violence

FIFA SOCCER 2002

Gooooooooooooooooooooooooooooooooooooooooooooooooooooooaaaaaaaaal!

EA's FIFA soccer games have always kept the graphics and footwork fancy, and the 2002 GCN entry is a high-caliber triumph. Realism is the name of the game when it comes to FIFA Soccer 2002—the graphics are lifelike, and the player animations are smooth and natural. Equally stunning is the dual color commentary, which seamlessly strings together on-the-fly play-by-plays without ever skipping a beat or sounding choppy. The music half of the sound department is noteworthy, too, boasting popular club cuts from Gorillaz, BT and other trendsetters.

Footballers will get a kick out of FIFA's manageable controls, including the new ability to curl your passes. Players can power up passes and lobs, and the game features "run indicators," which reveal which teammates are repositioning to receive your pass. Extras, including the Creation Center's player editor and the funny FIFA Outtakes reel (which features a montage of virtual mishaps similar to the faked "bloopers" at the end of *Toy Story* and *A Bug's Life*) will remind you that the game isn't just serious about realism. It's serious about fun, and FIFA Soccer 2002 scores big with spot-on sports sim action.

COMMENTS: George—We've come to expect a lot of play modes and realism from EA Sports games, and FIFA Soccer 2002 delivers on that end with the best of them. It also features the best sports game commentary I've ever heard. Alan—The crowd noises are the best I've ever heard. Scott—The action on the pitch is superrealistic and lots of fun. The play control is unmatched. Chris—FIFA 2002 is an improvement on all fronts: graphics, play control, game balance and sound. Andy—This franchise rocks.

- EA 29
- 1 to 4 players simultaneously

ALAN ★★★★½
ANDY ★★★★
CHRIS ★★★★½
GEORGE ★★★★½
SCOTT ★★★★

EVERYONE
E
CONTENT RATED BY ESRB

UNIVERSAL STUDIOS THEME PARKS ADVENTURE

Fine for beginning players, Kemco's game lacks universal appeal.

For beginners only, Kemco's motley of movies and minigames lets players wander through a Universal Studios theme park to relive moments from films such as *Jaws* and *Back to the Future*. To earn points and enter the attractions, you roam the grounds to collect—of all things—garbage that litters the park so you can properly dispose of it in a trash can. Kemco's message means well, but cleaning up after tourists isn't most people's idea of an appealing day at the park.

The adventure's setup is similar to The Rugrats in Paris: The Movie for the N64, and, aside from some photorealistic backlot backdrops, the character and vehicle graphics are N64-quality, too. Though the game falters with so-so play control, it excels with great movie music and a wide range of game play. The E.T. bike ride is easy and basic, the arcade-style Jurassic Park shooting safari is fun and challenging, while the esoteric movie quiz is practically impossible. (Who knows trivia about *Two Mules for Sister Sara*?) Regardless of the game's varied challenge level, the film-based fun will probably be a better fit for beginning players rather than hard-core gamers.

COMMENTS: Chris—I like the concept, not the execution. Jason—It's oddly appropriate that you're rewarded with points for merely sitting through the WaterWorld cinema sequence. Since gaming should be an active experience, it makes you wonder what got left on the cutting-room floor when a passive minigame like that is included. Jenni—They have such wonderful monsters to draw from, but don't really use them. I don't want to shake hands with the Creature from the Black Lagoon—I want to play a cool minigame with him.

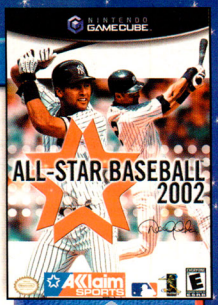
- Kemco 1
- 1 to 2 players simultaneously

ANDY ★★
CHRIS ★★
JASON ★★
JENNI ★½
SCOTT ★★★

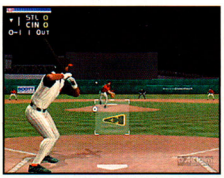
TEEN
T
CONTENT RATED BY ESRB
Mild Violence.

ALL-STAR BASEBALL 2002

The Nintendo GameCube gets its first taste of baseball.



Acclaim has stepped up to the plate with the first baseball game for Nintendo GameCube, but not all gamers will want to take this one home. Graphically, the game is up to snuff with detailed stadiums and personal batting stances for each player. Where the game strikes out is its sluggish game play. Even with the ability to assign "future throws" to your fielders so they can throw to another player the instant they grab the ball, All-Star Baseball 2002 seems to lack hustle. On the offensive side, you'll have up to six different specialty pitches and hurling them where you want is pretty easy. When you're on the receiving end of a pitch, however, it'll take a bit more work. Batting can be tricky (the addition of breakable bats is nice), and mastering the unique hitting system and lining up your bat so the ball hits the "sweet spot" will make it a challenge for players to give Barry Bonds a run for his record. But it's the defense that'll really put your skills to the test, and ASB 2002's unpolished fielding makes the game feel like it's not quite ready for the big leagues.



COMMENTS: George—Like the Tampa Bay Devil Rays, All-Star Baseball 2002 does not appear to have a grasp of baseball fundamentals. Defense is sorely lacking. Chris—Play control is sloppy, especially fielding. Alan—A generally good baseball sim is dragged down by the slow, almost plodding speed of play. I know baseball is a long game, but nine innings shouldn't take as much time as playing it in real life. Scott—It's not the next-generation experience I hoped for. On the other hand, it's the only baseball game available for GCN so far, and it has plenty of options and all the teams and players. Drew—It seems rushed, unlike the solid 2001 version for N64.

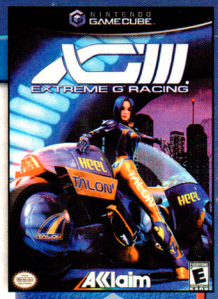
- Acclaim 49 season 33 series 1 settings
- 1 to 4 players simultaneously

ALAN ★★★½
CHRIS ★★½
DREW ★★½
GEORGE ★★½
SCOTT ★★★

EVERYONE E CONTENT RATED BY ESRB

EXTREME G 3

Hold on to your stomachs—you're in for a truly fast ride.



As its name suggests, Acclaim's supersonic racer pulls some extreme Gs with gravity-defying courses and insanely fast driving. When it comes to racing games that convey a sense of speed, Extreme G 3 is the leader of the pack, and gamers will feel like they're practically pinned against their chair when they fire up a turbo boost aboard one of the hyperfast bikes of the future. Excellent track design guarantees that every race is like a roller-coaster ride, complete with topsy-turvy roadways that twist upside-down and climb or drop at 90-degree angles. The responsive controls are vise-tight, and you can press L and R as hard as you need to control precisely how far you lean into a turn. The third installment of XG brings back the heavy artillery, so you can blast rivals, while the addition of changing weather will keep you on your toes. The white-knuckle action blurs by smoothly, and the tempo is matched only by the grooves of the game's techno music, which thumps in Dolby Surround. The ultracool sci-fi chic of the high-gloss graphics complements the tunes, but Acclaim goes a little overboard with the game's hipper-than-thou aesthetic since the futuristic gauges and menus are so stylized that it's hard to figure out what they mean at a quick glance. But who has time to stare? Extreme G 3 is unbelievably fast, and it's a ride highly recommended for racing fans.

COMMENTS: Chris—There are only 12 cycles on a huge track, leaving you by yourself for much of the race. Jason—It's all a matter of managing your boosts. And it's so fast, if you blink, you could crash. George—At times you'll want to press A, B and X simultaneously—not very easy. Alan—You drive in excess of 600 mph, and it *really* feels like you're flying. Lots of fun.

- Acclaim 3 career 3 game configuration
- 1 to 4 players simultaneously

ALAN ★★★★
ANDY ★★★½
CHRIS ★★½
GEORGE ★★★½
JASON ★★★½

EVERYONE E Mild Violence CONTENT RATED BY ESRB

DARK ARENA™

GAME BOY ADVANCE

TEEN

CONTENT RATED BY ESRB

TEEN (13+)

VIOLENCE

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CRAZY TAXI

Stay off the sidewalks! Acclaim revs up Sega's arcade fave.

Crazy Taxi is the original crosstown cab game, and Acclaim is unleashing the reckless cabbies on GCN. True to the Sega Dreamcast version of the game, Crazy Taxi lets you burn rubber underwater and across city streets, sidewalks and lawns. The gas-guzzling thrill ride plays like a high-speed car chase as you catch air off hills and blaze through obstacles, oncoming traffic and unlucky pedestrians.

Crazy Taxi stays true to its roots, giving gamers four different cabs and cabbies and plenty of real-world destinations, including recognizable fast food joints, clothing stores and record shops. The game offers everything that a Crazy Taxi fan would expect to find, but that might not be enough to keep it from being left in the dust by The Simpsons: Road Rage.

By comparison, Crazy Taxi seems like last year's model of fun (technically, it is), since the game rolls out fewer cars. The minigames, such as a 15-combo spinout competition and a balloon-popping cruise, seem pretty tame compared to Road Rage's zany missions. Even so, Crazy Taxi is a fun game that looks sharp and plays great. Its action is as turbo-charged as its SoCal punk sound track, and the play control is pretty tight. Weigh your options before hailing a cab, because Acclaim's wild ride has some pretty stiff competition. D'oh!

COMMENTS: Drew—I'm sorry to say that Crazy Taxi—a landmark arcade hit—seems pretty bland next to Road Rage, a game that it inspired. It doesn't help that Acclaim's port lacks the control of the original. George—Crazy Taxi is a fast, fun, "crazy" game with lots of thrills and hills. It just doesn't have the character and control that the Simpsons game has. Chris—The minigames are weak. I'll stick with Road Rage because it has much more to offer to a good gamer.

- Acclaim/ 4
- 1 player

ANDY ★★★½
CHRIS ★★½
DREW ★★★
GEORGE ★★★½
JENNI ★★★★

T — TEEN — Mild Violence, Strong Language — CONTENT RATED BY ESRB

DISNEY'S TARZAN UNTAMED

The Lord of the Jungle's adventure is a primal scream to the extreme.

Tarzan might have been raised by apes, but he never has time to drag his knuckles in Ubi Soft's fast-paced adrenaline rush of an adventure. Each of the three lush worlds in Tarzan Untamed contains three adventure levels, and each level lets you monkey around in a jungle variation of an extreme sport, such as water-skiing behind an exotic bird and surfing down rapids or across tree branches. As a bonus, each world also features a bungee-jump challenge and a button-mashing boss wrestle.

Laid out like a 3-D platformer that guides you down branching pathways, Tarzan Untamed sends you after lots of items, and Ubi Soft has made sure that all of the effort you put into the hunt is worthwhile. Snagging Film Reels will unlock the final world and boss battle, completing Terk's Speed, Trick Score and Super Challenges can unlock Jane, Terk and Professor Porter as playable surfers and skiers, and beating high scores will enable you to perform new trick combos. The smart game design is great at motivating you to give the adventure another go, and you'll have to revisit most areas so you can scour the alternate routes for goodies. The game is pretty solid on all fronts—gorgeous graphics (though things get a little chunky in some cinema scene close-ups), tight play control, easy-to-bust stunts and breakneck action—and everything is underscored by excellent percussive jungle rhythms. Young gamers in particular will be beating their chests over this one.

COMMENTS: Scott—The jungle turns into an X Games location, but the appeal will be greater for younger fans. There's more challenge than meets the eye, and the production values are high. Andy—It's fun to play through, but I'd like to see a more complex trick system.

- Ubi Soft/ 8
- 1 player

DREW ★★★½
GEORGE ★★★★
JASON ★★★★
JENNI ★★★★
SCOTT ★★★½

E — EVERYONE — Mild Violence — CONTENT RATED BY ESRB

BAD CAB

Ten levels. One goal: Beat the enemy cab to your destination.

Take short cuts over buildings – or through them. Don't use 'em. Don't expect to win.

Grab power-ups to turn your cab into a metal beast. Battering ram. Monster truck tires. Glider. Sonic blast horn. It's all good.

SMASHING DRIVE™

Sometimes a horn and a gesture won't do.

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XBOX

NINTENDO GAMECUBE

TEEN T CONTENT RATED BY ESRB

Violence

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ALSO PLAYING THIS MONTH

MECH PLATOON

- Kemco/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Violence

If you're ready for a military tactics game that's a little more advanced and complex than Advance Wars, Mech Platoon might be a war worth fighting. Kemco's futuristic strategy game gives you resources to juggle, wreckage to salvage, giant maps to conquer, armies of robotic troops and weapons to deploy and lots of other variables to micromanage. Not as easy to pick up as Advance Wars, Mech Platoon is perfect for the hard-core strategy pro.

ALAN ★★★½
CHRIS ★★★½
JENNI ★★★½
JASON ★★★½
SCOTT ★★★½

STAR WARS: JEDI POWER BATTLES

- THQ/32 Megabits
- 1 player

EVERYONE — Mild Violence

The Force is sort of strong with this one. As Obi-Wan Kenobi, Qui-Gon Jinn or Mace Windu, you can hack and slash your way past Tusken Raiders and Trade Federation droids to duel with Darth Maul. The swashbuckling action is great, but you can actually run past most enemies without even fighting them. Jedi Power Battles should be a galaxy far, far away from its GBC predecessor Star Wars Episode I: Obi-Wan's Adventures, but it's merely more of the same.

ALAN ★★★½
CHRIS ★★
GEORGE ★★★
JASON ★★½
SCOTT ★★★½

NANCY DREW: MESSAGE IN A HAUNTED MANSION

- DreamCatcher/32 Megabits
- 1 player

EVERYONE

The sleuthing star of books and TV lands in a fittingly smart GBA whodunit that plays like an old-school point-and-click adventure. Conversations vary depending on the stock responses you choose, and you can freely roam the mansion, clicking on items in the fixed (and detailed) backdrops to uncover clues and play puzzle minigames. With the game's open-ended nature, you unravel the story as you go, so it's no mystery why the caper is so fun and involving.

ALAN ★★★
ANDY ★★★★
CHRIS ★★★
JASON ★★★★
SCOTT ★★★★

ARMY MEN: OPERATION GREEN

- 3DO/32 Megabits
- 1 player

EVERYONE — Violence

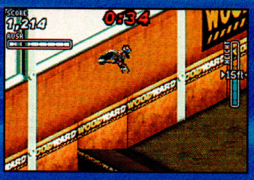
While 3DO recruited a refreshing, cartoony look for Army Men Advance, the follow-up marches out graphics that are more "realistic." While the stylized visuals are AWOL, Army Men's classic objective-based missions return for duty. The Mission Map gives away all of the locations of your objectives—such as characters you must find or targets you must destroy—but the action-packed Pak will still provide run-and-gun fun for gung-ho players.

ALAN ★★
ANDY ★★★½
DREW ★½
JENNI ★★
SCOTT ★★

DAVE MIRRA FREESTYLE BMX 2

- Acclaim/64 Megabits
- 1 to 2 players alternating

EVERYONE



A better-oiled machine than its GCN counterpart, Dave Mirra Freestyle BMX 2 rides high with quick-firing combos (including manual grinds) and more free-wheeling action. Your ride seems faster than Mat Hoffman's Pro BMX for GBA, and it's easier to bust out long chains of tricks. While Dave and Mat's games are fairly comparable, Dave wins the edge in the two-player department since you need only one GBA and Game Pak to compete.

ALAN ★★½
DREW ★★★½
GEORGE ★★★½
JASON ★★★½
SCOTT ★★★½

MAT HOFFMAN'S PRO BMX

- Activision/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

Like Tony Hawk's Pro Skater on two wheels, Mat Hoffman's Pro BMX busts out combos and objectives galore. Steering is easier in Mat's game than it is in Dave Mirra Freestyle BMX 2 for GBA, and you'll have more tasks to carry out in every course. Both Paks have their trade-offs—Mirra boasts more courses and riders—but it's the combo system that's key. Mirra is more for button-mashers. If you like tough, tricky combos, Mat's your man.

ALAN ★★½
DREW ★★½
GEORGE ★★★½
JASON ★★½
SCOTT ★★★★

An ADVANCE assault on your senses

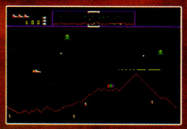
RAMPAGE PUZZLE ATTACK

- Four single-player game modes: CLEAR, PUZZLE, RESCUE and MARATHON mode
- Three multiplayer game modes: ATTACK, SCORE and RESCUE mode
- Up to 200 levels of challenging puzzles

EVERYONE E CONTENT RATED BY ESRB — No Descriptor

Midway's GREATEST Arcade Hits

- Defend the planet from ravenous space aliens in Defender
- Take to the air on your winged bird of prey in Joust
- Destroy hordes of marauding mutant robots in Robotron: 2084
- Prevent evil from being unleashed in Sinistar



EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Cruis'n VELOCITY

- Race 10 different speed machines through 14 tracks
- Three gameplay modes - Cruis'n Cup, Championship and Freestyle mode
- Game Link® Cable support lets you challenge up to four of your friends

EVERYONE E CONTENT RATED BY ESRB — No Descriptor

LICENSED BY Nintendo

GAME BOY ADVANCE

MIDWAY

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MIDWAY'S GREATEST ARCADE HITS

- Midway/32 Megabits
- 1 player

EVERYONE — Mild Violence

Saving you some quarters and a trip to the vintage video arcade, Midway has dusted off Defender, Robotron 2084, Joust and Sinistar for its Greatest Arcade Hits collection. Robotron isn't quite the same without two joysticks, but everything else in the game is faithful to the original versions, right down to Sinistar's robotic speech samples. Sadly, the game lacks a two-player mode, but the classics are so fun you wouldn't want to share anyway.

ANDY ★★½
DREW ★★★½
GEORGE ★★★½
JASON ★½★
SCOTT ★★★★

PHALANX

- Kemco/32 Megabits
- 1 player

EVERYONE — Mild Violence

Fans of old-school, intergalactic shooters like Gradius will want to take aim at the rapid-fire fun of Phalanx. The side-scrolling shoot-out launches swarms of cool enemies in your path, and you'll have to fly past moving obstacles—such as retracting walls—to snag hyperballistic power-ups and out-of-this-world weaponry. It's simple but furious, and fans of twitchy, arcade-style shoot-outs will get the most out of Kemco's game.

ALAN ★★★
ANDY ★★★
DREW ★★★
JASON ★★★½
JENNI ★★★

SHAUN PALMER'S PRO SNOWBOARDER

- Activision/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak GameLink

EVERYONE — Mild Violence

Activision's "Pro" titles use Tony Hawk's formula of ride-and-collect gaming, and the Pro Skater and Pro BMX games work well on GBA. Pro Snowboarder, on the other hand, stumbles a bit—mainly because you're always moving downhill and the three-quarter view and play control are a bit awkward. The action is better when you're in a halfpipe, since you view things from a behind-the-rider perspective. It's a decent ride, but not hot enough to melt the snow.

ANDY ★★½
DREW ★★½
JASON ★★
JENNI ★★
SCOTT ★★★

WORLD WRESTLING FEDERATION: ROAD TO WRESTLEMANIA

- THQ/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE — Violence

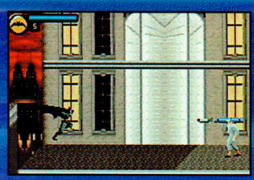
If you smell what THQ is cookin', you'll know that it has pinned down the recipe for World Wrestling Federation fun. Loaded with 24 superstars, including Austin, Y2J, Kurt Angle and the Dudley Boyz, Road to WrestleMania touts the wrestlers' entrance videos and their signature moves. Weighing in with tight controls, cage matches, out-of-the-ring fights, Royal Rumbles and six other modes of play, Road to WrestleMania is a stone-cold stunner.

ALAN ★★★
ANDY ★★★
DREW ★★
JASON ★★★★
SCOTT ★★★★

BATMAN VENGEANCE

- Ubi Soft/64 Megabits
- 1 player
- Game Link compatible (Multi-Pak only)

EVERYONE — Mild Violence



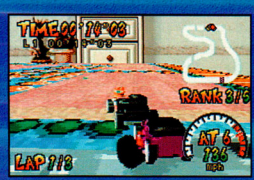
With gorgeous images borrowed from GCN version of Batman Vengeance (see the full review next issue), Ubi Soft's superhero side-scroller pits you against the Joker, Harley Quinn, Poison Ivy and Mr. Freeze. As the caped crusader, you can beat up thugs or hit the road in the Batmobile. As Robin, you'll play puzzle stages, and as Batgirl and Nightwing, you'll pilot the Batwing. BV boasts more action and cool variety than you could strap into a utility belt.

ANDY ★★★★
CHRIS ★★★
JASON ★★★★
JENNI ★★★
SCOTT ★★★½

HOT WHEELS: BURNIN' RUBBER

- THQ/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence



Forget the orange plastic tracks—Burnin' Rubber lets you race Hot Wheels cars on 16 cool courses, including speedways which stretch across a piano, a billiard table and a desktop. You can cash in your winnings to soup up your car, and victories can unlock vehicles. THQ has tuned up the game with jumps, obstacles, good handling, skid-and-slide cornering and over 15 cars to drive. There's a lot to unlock, and Burnin' Rubber is the key to fast, tire-screeching fun.

ALAN ★★
CHRIS ★★
GEORGE ★★½
JASON ★★★
JENNI ★★★

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GAME BOY ADVANCE
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EVERYONE
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ESRB
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EVERYONE
E
CONTENT RATED BY ESRB
VIOLENCE
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JURASSIC PARK III: ISLAND ATTACK

- Konami/64 Megabits
- 1 player

EVERYONE E — Violence — CONTENT RATED BY ESRB

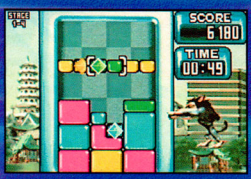
Fun comes in threes. In Konami's third Jurassic Park III game for GBA, you'll adventure through three different game play setups. For exploration, you'll see things at a three-quarter view, while other action-packed areas are side-scrolling. You'll also play racing levels on a motorcycle. The graphics are rich and the dinos are wily, but the play control is lacking. It's awkward aiming in the isometric levels, but at least the game has variety and action with bite.

ANDY ★★★
CHRIS ★½
JASON ★★★
JENNI ★½
SCOTT ★★★

RAMPAGE PUZZLE ATTACK

- Midway/32 Megabits
- 1 to 2 players simultaneously (Single-Pak)

EVERYONE E — CONTENT RATED BY ESRB



Lizzie, Ralph, George and the other skyscraper-smashing monsters from Midway's Rampage games star in a clever puzzle game. By flip-flopping blocks in your row of playing pieces, you can eliminate colored clusters below you and conquer a city or free a beastie if the pieces you drop make a color match or start a chain-reaction combo. The music and graphics are great, and the clever spin on Tetris Attack is surprisingly unique and monstrously fun.

ALAN ★★★½
CHRIS ★★½
GEORGE ★★
JASON ★★★½
JENNI ★★★

ROCKET POWER: DREAM SCHEME

- THQ/32 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

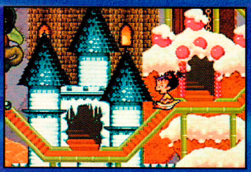
When Otto has a nightmare about Dr. Stimpleton brainwashing the people of Ocean Shores so they're nuts about polka, the extreme-sports-loving dude and his Rocket Power pals grab their skateboards, in-line skates and pogo sticks and jump into action. With graphics that look just like the Nickelodeon show and four playable characters you can unleash in 20 side-scrolling levels, the fast-moving platformer is the perfect thrill for young fans of the cartoon.

ANDY ★★★½
CHRIS ★★
JASON ★★½
JENNI ★★½
SCOTT ★★★

RUGRATS: CASTLE CAPERS

- THQ/32 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB



Unlike a Rugrat's diaper, Castle Capers doesn't need much changing. Other than its spotty play control (you tend to take few steps after landing from a running jump), THQ's six-level game is fantastic fun for tots. As you guide Tommy, Chuckie and other characters, you'll run into fellow Rugrats, and they'll tag along with you. Kids will love leading teams of babies around, and the wonderfully rich visuals and platformer action are worth going gaga over, too.

ANDY ★★½
CHRIS ★★
JASON ★★★½
JENNI ★★★
SCOTT ★★★

HARRY POTTER AND THE SORCEROR'S STONE

- EA/32 Megabits
- 1 player
- Multi-Pak Game Link

EVERYONE E — Comic Mischief — CONTENT RATED BY ESRB

Totally different from the GBA game of the same name, the GBC version of Harry Potter and the Sorceror's Stone is an absorbing role-playing game filled with collectible Famous Witches and Wizards Cards. To complete your decks, you must search rooms, talk to characters or trade cards with friends (via Game Link Cable or IR port). When you've completed a deck, you'll be able to cast spells so you can defeat monsters in turn-based battles. The intriguing adventure will please fans of RPGs and Harry, and the card-dueling wizardry will make a magic-user out of any Muggle.

ALAN ★★★★★
CHRIS ★★★★½
DREW ★★★★½
GEORGE ★★★★½
SCOTT ★★★★★

WALT DISNEY'S SNOW WHITE AND THE SEVEN DWARFS

- Ubi Soft/8 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

Older gamers might find the game to be dopey, but Walt Disney's Snow White and the Seven Dwarfs is a charming adventure that'll please very, very young gamers. Sandwiched between the storybook stills from the classic film are kid-friendly activities, including mazes, picture puzzles and side-scrolling searches for bunnies and flowers. Playground Mode features eight additional minigames, including a race and a follow-the-leader-style music game. The graphics are small but cheery, and the G-rated game play is varied so it'll keep toddlers happy—not grumpy or sleepy.

ALAN ★★★
CHRIS ★★½
GEORGE ★★★
JASON ★★★
JENNI ★★½

EVERYONE E MILD VIOLENCE ESRB

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GOLDEN SUN
• Nintendo

Readers' Average Score at www.nintendo.com

see Now Playing v.150 for more info

EVERYONE — Mild Violence

LUIGI'S MANSION
• Nintendo

Readers' Average Score at www.nintendo.com

see Now Playing v.150 for more info

EVERYONE

SSX TRICKY
• EA

Readers' Average Score at www.nintendo.com

see Now Playing v.151 for more info

EVERYONE — Mild Violence, Comic Mischief, Mild Language

STAR WARS ROGUE SQUADRON II: ROGUE LEADER
• LucasArts

Readers' Average Score at www.nintendo.com

see Now Playing v.150 for more info

EVERYONE

SUPER MONKEY BALL
• Sega

Readers' Average Score at www.nintendo.com

see Now Playing v.150 for more info

EVERYONE — Mild Violence

KEY

GCN | GBA | GBC | 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE | ARCADE | FIGHTING | PLATFORM | PUZZLE | RPG | RACING | SHOOTER | SPORTS | STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
SCOTT:

ESRB RATINGS

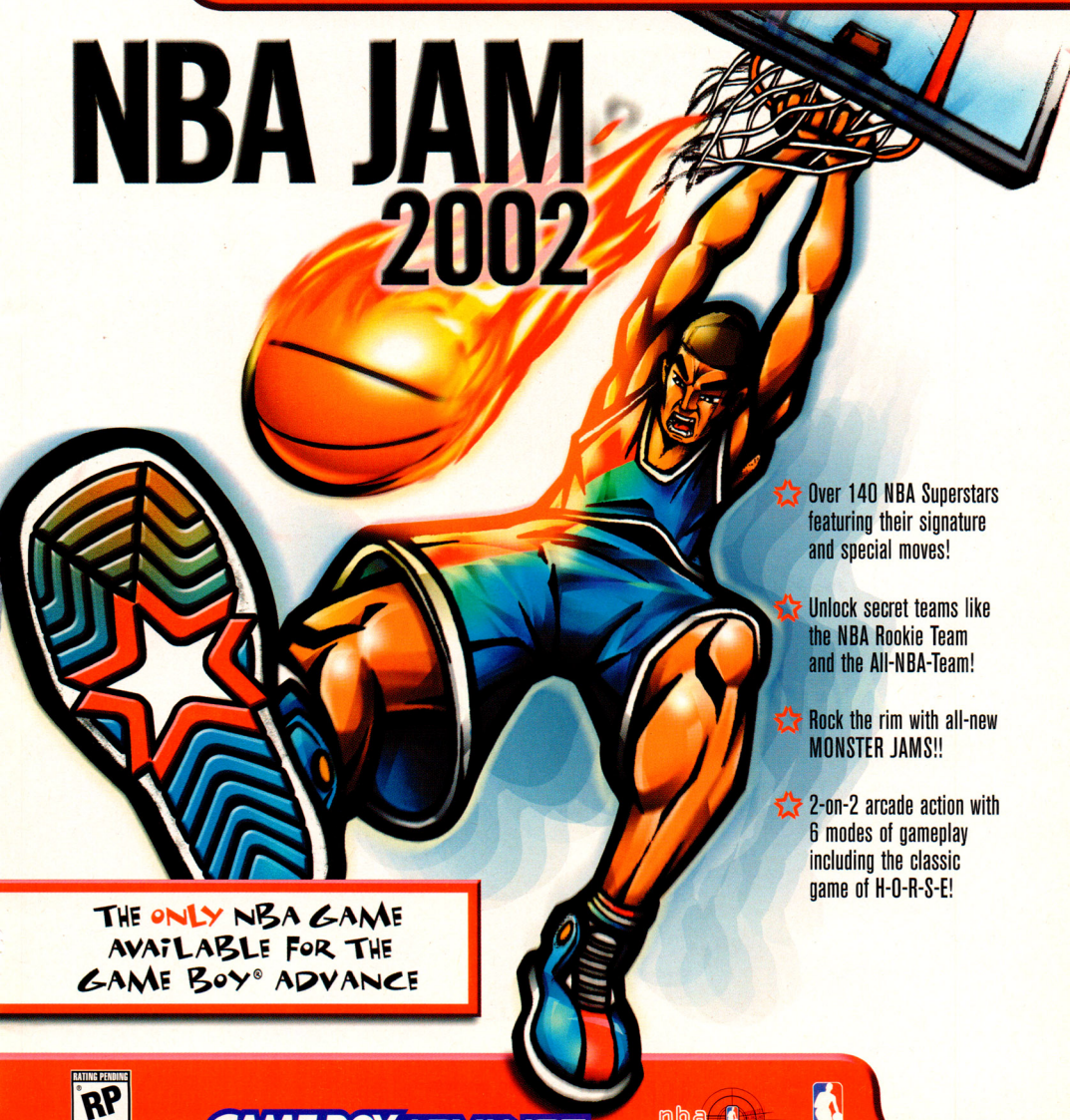
The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
TEEN — Teen (13+)
ADULTS ONLY — Adult (18+)
EVERYONE — Everyone
MATURE — Mature (17+)
RATING PENDING — Rating Pending

To contact the ESRB, call 1-800-771-3772.

Acclaim SPORTS WHERE THE STARS PLAY

NBA JAM 2002



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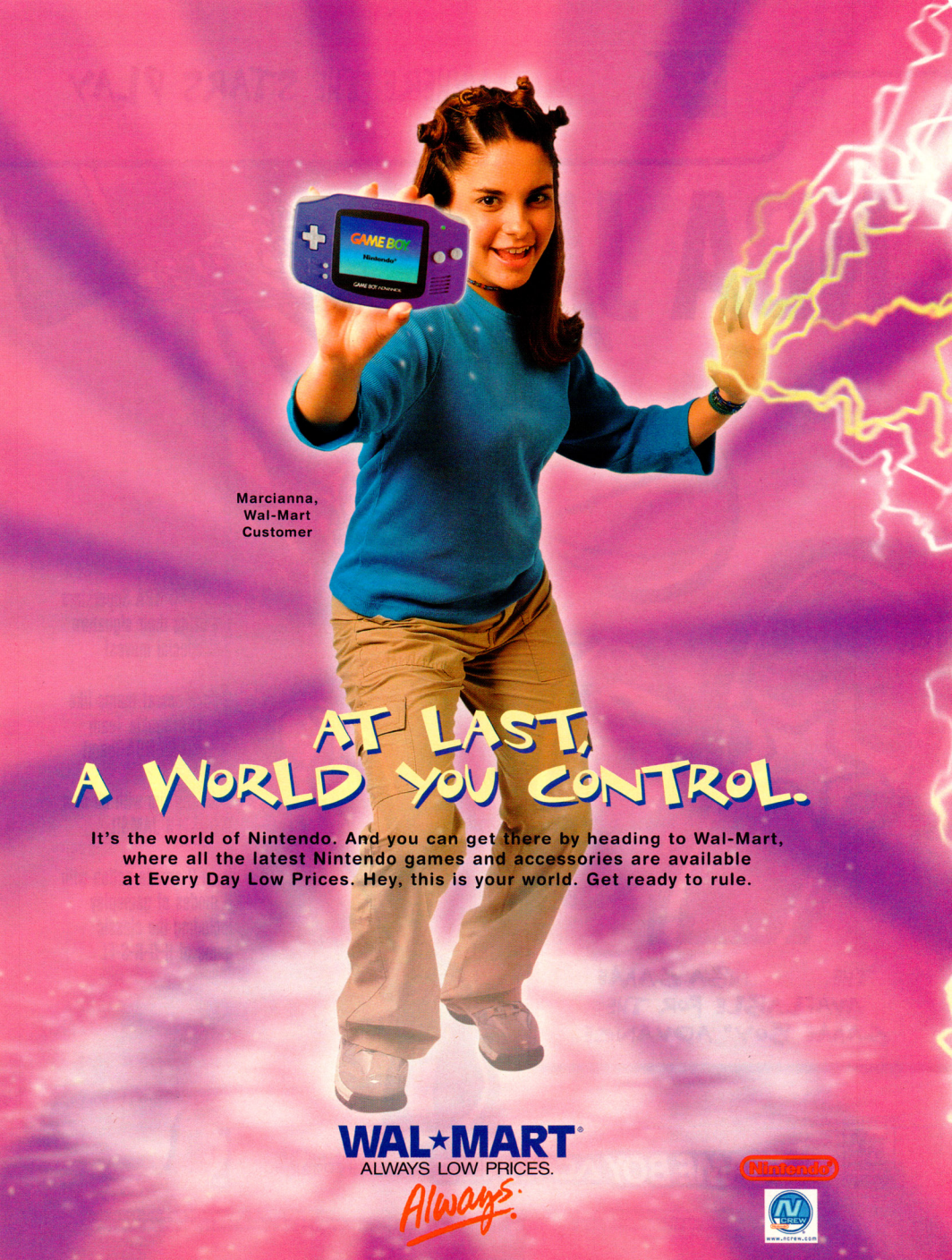
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PRODUCTS RANGE FROM EVERYONE TO TEEN
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CONTENT RATED BY ESRB

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Player's Pulse Art of the Month Official Contest Rules
No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Promotion will be run monthly until Nintendo discontinues the Promotion (the "Term"). All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Promotion, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before one year after the end of the Term, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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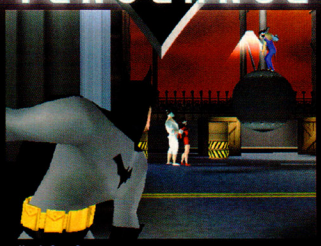

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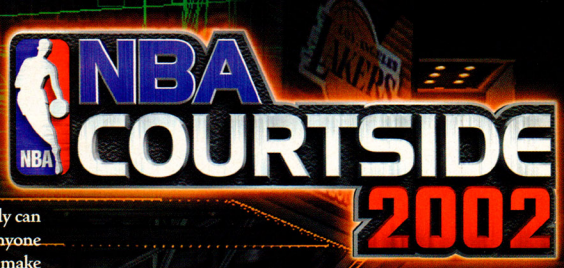
Volume 153 February 2002



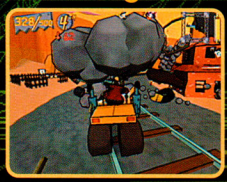
NBA Courtside 2002

Let's face it—few of us will ever go pro, and not everybody can swing a courtside seat. But anyone with a GCN and the love can make their hoop dreams come true with NBA Courtside 2002. We'll get closer to the action in February.

Batman: Vengeance

Nintendo takes control of the Caped Crusader in Ubi Soft's Batman: Vengeance for the Nintendo GameCube next month. Be prepared for some dark Gotham nights as you try to unravel Harley Quinn and the Joker's evil plot.

Cel Damage



If watching hours and hours of cartoons has taught us anything, it's that cartoon characters plus cars equals instant fun. Hop in NP's super cel-shaded ride to check out EA's wackiest battle racer to date.

Sonic Advance

The fastest hedgehog in all the world is rolling onto the Game Boy Advance, and Nintendo Power is doing its best to keep up with the blue blur. Be with us next month as we preview the hand-held hedgehog happening.

PLUS!

- SONIC ADVENTURE 2: BATTLE PREVIEW
- SHANTAE
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Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3, Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun—Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman: Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle: Quest for the Toa, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

Volume 144 (May '01): The Legend of Zelda: Oracle of Ages/Oracle of Seasons, Mario Party 3, Xena: Warrior Princess (GB), Indiana Jones and the Infernal Machine (GB), Super Mario Advance Preview, F-ZERO Maximum Velocity Preview, Dragon Warrior III Preview (GB), Rayman Advance Preview, 2000 Nintendo Power Awards Winners.

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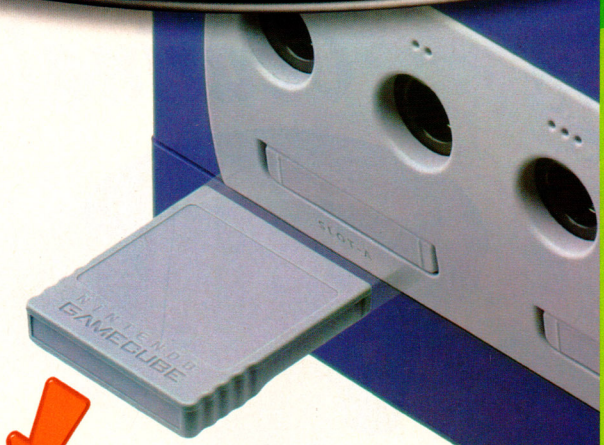

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NO PURCHASE NECESSARY. To enter without purchase and an equal chance to win, hand print your name, address and zip code and daytime phone number on a 3" x 5" piece of paper and send to Go-Gurt Slurp 'N Win Sweepstakes, P. O. Box 2516 Stacy MN 55078-2616. Limit one request per outer envelope received by June 29, 2002. Only winners will be notified by August 30, 2002.

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